BRUTAL

Big Bad Ball Busting Bloody Battles

GAME RULES v5.1



A Hack-and-Slash Fantasy Horror Game

David J. Stanley

BRUTAL

Big Bad Ball Busting Bloody Battles



"Fifth Edition Rules" (v5.1)
Updated on 2020-05-17

Check on-line for the latest updates.
www.BrutalRPG.com



Created by: David J. Stanley
©2000-2020 All Rights Reserved

ILLUSTRATORS

Erix Barnett - Horrific images of a fearful sort
James Bolinger - Lots and lots of Catlings
Andy Hopp - Strange and amazing monsters
Justus Von Karger - 3D weapons and armor
Dean Kuhta - Dark monsters and fantasy images
David Wong - Cover art and character races
Larry Elmore -Zeetvahs, from Snarf Quest ®
Joseph Garcia – NPCs and monsters
Erwan Warengham- Maps
David J. Stanley - Maps

PROOFREADING

Michel Côté, Allison Anderson

OF PLAYERS

2 to 8, Best 4 to 6

AGE OF PLAYERS

14 and up
Must be able to roll a pile of six-sided dice then quickly add up the total sum.

SUB DOMAINS

Strategy Game, Thematic Game, War Game

CATEGORIES

Adventure, Exploration, Fantasy, Horror, Fighting, Miniatures

WAR GAME MECHANICS

CRUNCHY - Cooperative Play, Competitive Play, Dice Rolling, Grid Movement

ROLE PLAYING MECHANICS

Attribute and Ability, Stat-based
Dice Pooling (Primarily d6)
Point Based Skills
Race Based Special Skills

100% FREE

Though this document is free you must still be careful not to infringe on any existing Trademarks and Copyrights found within. All creative work (art or otherwise) is protected by copyright law.

TABLE OF CONTENTS

Getting Started 2
Rolling Dice 2
Attempting Actions 3
How To Use Luck 3
Shit Happens 4
Ability Ratings 4
Character Traits 5
Experience Points 5
Creating Characters 6
Character Races 8
Perks and Flaws 46
Currency 48
Equipment 48
Special Weapons 54
Nets 54
Whips 54
Splash Weapons 55
Holy Symbols 55
Giant Stones 56
Massive Weapons 56
Hide & Seek 57
Hiding 57
Sneaking 57
Searching 58
Role Playing 58
Bashing To Bits 61
Beast Master 62
Overcome Obstacles 62
Traps 63
Deadly Doors 63
Combat Intro 64
Damage Types 64
Battlefields 64
Turn-Based Option 64
Initiatives 65
Moves and Actions 65
Random Targets 65
Colored Dice 66
Tips For Beginners 66
Combat Moves 67
Falling Down 68
Jumps 68
Combat Actions 69
Fighting Dirty 71
Landing Attack 71
Impact 72
Multiple Attacks 72
Multiple Weapons 73
Unarmed Combat 73
Healing 74
Character Conditions 75
Mature Rules 76
Disease 76
Gore 76
Horror 77
Insanity 77
Pain 78
Poison 78
Magic Rules 79
Spell Glyphs 79
Spell Actions 80
Spell List 81
Treasure 95
Random Treasure 95
Magic Items 96
Random Magic Items 96
Random Magic Effects 96
Random Spell 98
Making Magic Items 99
Making Potions 100
Legendary Items 100
Appendices 103
A: Wargame Rules 103
B: Formations 104
C: Abilities Used 106

GETTING STARTED

ROLLING DICE

BRUTAL only uses 6-sided dice. The more dice you get to roll the better. Phrases like "3d" mean you roll three 6-sided dice at the same time and add the results, generating a value between 3 and 18.

Phrases like "+2d" **Bonus** mean you get to roll two extra dice.

Phrases like "-1d" **Penalty** mean You get to roll one less dice than normal. At no time may any Penalty ever reduce your roll below one die.

Phrases like "+1p" **Pip** mean you get to add one point to the final sum of rolled dice.

Phrases like "3 in 6" **Chance** mean you must roll one dice, and if you roll a 3 or lower than something happens.

Phrases like "x2 damage" **Multiplier** mean that damage is doubled, only after the damage is calculated in the normal manner.

For "2 to 7".....roll= 1d + 1p
For "1 to 3"..... roll 1d (1,2,3 = 1) (4,5 = 2) (6 = 3)

DICE POOLING

BRUTAL is very "crunchy". Knowing the rules and how to use them will give your character a huge advantage.

TIP
The goal is to pool and roll as many dice as possible.

GROUP BY 10'S

A common way to add up a lot of dice is to group them into 10's. Consider the following example, rolling 20 dice.



6+4=10, 5+5=10, and so on…

 10

 20

 30

 40

 50

 60

 70

 71

We can now see that the value = 71

TIP
Our FREE, online dice roller webpage …
http://www.BrutalRPG.com/DiceRoller.asp

TIP
Converting dice to inches …
8 dice = 8d = 8 inches = 8"
Meanwhile, 1 inch = 5 feet as seen by the characters

WICKED D6 DICE

The wicked d6 dice method is an alternative way to quickly add up a lot of dice. You begin by treating all 4's, 5's and 6's as 5's. Then count them up as 5's, "5, 10, 15, and so on). And finally, you add the number of all dice rolled. Consider the previous example rolling the same 20 dice.



We separate the 123's from the 456's. Only the 456's matter, and we treat them all as 5's…



.....5, 10, 15, 20

.....25, 30, 35

.....40, 45, 50

We rolled 20 dice, so we add that to our total value. (50 by 5's) + (20 dice rolled) = 70

GM WARNING

The wicked d6 dice results do not always match the natural sum results. Sometimes it is better to use one method over the other. It should be clear which method a player intends to use before they roll their dice.

The wicked d6 dice method injects a bit of chaos, with more than normal unexpected highs and lows.

ATTEMPTING ACTIONS

Most of the time, your character may freely travel the roads, speak with the inn keeper, and explore dungeons. But sometimes, things are not so simple. To find a secret door, for example, you roll some dice to see if you can manage it. Some characters will get to roll more dice than others.

RESISTING ACTIONS

To avoid being "Searched" for, the secret door will also roll some dice. And just like the characters, some secret doors will roll more dice than others.

OPPOSING DICE ROLLS

Everyone involved rolls their own dice and adds them up individually. Whoever rolls the highest wins. Ties always go to the defender who is trying to resist the action.

DIFFICULTY CLASS (DC)

Occasionally the GM will use a predetermined value or fixed target number known as the difficulty class, or "DC".

HOW TO USE LUCK

You may only use "Luck" as many times per day as your Luck (LK) rating. You may use "Luck" multiple times on the same roll.

Let's say you roll 4 dice for a 14 total	
First you re-roll all the dice showing a 1	
Then for every dice showing a 6, you roll an extra dice	
You add up all the dice For an improved roll of 24 total	

Shit Happens

This game is for serious players only! Hordes of heart-stomping, heavy-hitting, hack-and-slash action adventure await!

Battles move very quickly, as the Game Master (GM) counts down combat "Initiative" numbers at an alarming rate.

In the BRUTAL game, the battles have been designed to feel "rushed". Mistakes should happen. Forgot to Move? Too bad! Don't look back. Just keep pushing forward.

- Do not allow a player to stop a battle to go back and do something they forgot to do earlier. They had their chance and they missed it.

- Do not allow a player who is not ready to fight, stop a battle and contemplate their next move. If the player stands dazed and confused, then so does their character.

- Do not allow one player to ruin it for everyone else. If one of your players struggles with the fast and furious battles of BRUTAL, you might offer to help them practice outside of normal game time.

LEARN TO RUN AWAY

In BRUTAL, survival is a pure testament to its name. Learning to flee or stand your ground will mean the difference between a sigh of relief or a choke of blood in this game's intense and fast-paced combat system.

Ability Ratings

In BRUTAL, there are no character classes and no character levels. All we care about are abilities such as strength, and ratings such as 5 dice. Together these form "Ability Ratings" (Strength=5d). Ability ratings are used to determine how many dice to roll.

CB — **Combat**

Attack others while you defend yourself.

CN — **Coordination**

Pick locks, overcome physical obstacles, sprint on battlefields, avoid traps and react quickly.

CR — **Corruption**

Trip others, nudge others, lie to others, taunt others.

IN — **Intellect**

Find stuff, spot hidden traps, hidden creatures, hidden treasure, secret doors and hidden spell glyphs.

MG — **Magic**

Able to use more and more difficult spell glyphs.

NT — **Nature**

Detect poison and sense danger

PR — **Primal**

Tap into your primal racial abilities.

ST — **Strength**

Push, pull, lift, etc. Wield massive weapons.

WP — **Willpower**

Resist fear, gore, horror, and survive magic.

Character Traits

"Character Traits" are similar to "Ability Ratings". The only difference is that your character traits cannot be improved using Experience Points, but ability ratings can.

DV — Dark Vision

See in the dark. With a Dark Vision (DV) = 6d you can see 6 inches on the tabletop

MV — Moves

How many "Moves" on the battlefield.

AC — Actions

How many "Actions" on the battlefield.

JP — Jump

Jumping and landing.

SZ — Size

Wield massive weapons.

LF — Life Force

Stay alive. How many Hit Points do you get.

LK — Luck

How many times you may use the "Luck" action each day.



Experience Points

You work together to survive, complete quests, defend villages, find treasure, etc. When you succeed, you earn Experience Points (XP). You then use this XP to buy improved ability ratings. As you improve your ratings, you roll more dice and unlock various skills.

It costs 2 XP to advance from 1d to 2d
It costs 3 XP to advance from 2d to 3d
It costs 4 XP to advance from 3d to 4d
And so on.

You may NOT skip ability ratings and jump from 3d to 6d without first purchasing 4d then 5d.

Once XP is used to improve an ability rating, that XP is spent (just like gold is used to buy equipment).

You may save your XP or use them right away. Keep track of any XP not yet spent.

If you survive long enough, you will likely need to save up XP until you have enough XP to afford the next ability rating upgrade.

XP DRAIN

Some monsters and spell effects may drain XP from your character. This XP draining always comes from your XP that has not yet been spent first. If more XP is drained, then you must sell back some of your ability ratings.

CREATING CHARACTERS

CHARACTER RACE

Choose carefully. Each character race has its own unique advantages, disadvantages, and special abilities.

Ask your Game master (GM) if there are any special restrictions. For example, if you are playing in a postapocalyptic earth, then only humans and zombies might exist

CHARACTER TRAITS

Copy their default trait ratings, then

- Select three different traits to improve by one.
- Or select one trait to improve by two.

CHARACTER ABILITY RATINGS

Begin by setting all of these to 1d. Then give yourself 25 "Experience Points" (XP) to save or spend on ability rating improvements.

PRIMAL (PR) RATING

Your Primal (PR) rating is used to unlock special abilities available to the character race you select.

As you use your XP to improve your PR rating, you can earn more PR Abilities. You get 1 new PR Ability at every third rank: 3, 6, 9, 12, 15, 18 and 21 of your Primal Race (PR) rating. Everyone only gets a max of seven, so choose wisely.

MAXIMUM HIT POINTS (HP)

Roll your Life Force (LF) one time, and use "Luck" one time.

PERKS AND FLAWS

A (P2) has a perk rank of 2.
An (F1) has a flaw rank of 1.

Perks and Flaws are optional. Select all the Perks you want and add up your perk ranks. Then select an equal number of flaw ranks.



LANGUAGES

Everyone knows three languages: (1) Their own race, (2) The common tongue, and (3) Plus one additional language.

- Mutes (See "Perks & Flaws") cannot speak any language, but they still understand 3 of them.
- "Human Speak" is the common tongue, so Humans only know two languages.
- "Goblin Speak" is the common language for all goblin type monsters.
- Phoenites may only speak using their own language, but they still understand 3 of them.

CHARACTER BACKGROUND

Who are you? What lead you to the life of an adventurer? What motivates you? What gives meaning to your life?

CHARACTER AGES

All character races grow up to be "Mature" at the same rate, until age 30 or so. Elves and dwarves live longer, from this point on.

Term	Age
Youngling (See "Flaws")	0 - 9
Youthful	10 -19
Adult	20 - 29
Mature,	30 - ???
Elderly (See "Flaws")	

VOICES, CATCH PHRASES, & MANERISMS

BRUTAL is a roleplaying game. As such, the players are actors within an improvisational shared adventure. PLEASE don't pretend to be yourself. Instead, try making up a voice or perhaps impersonate a famous celebrity. THEN do your best to keep doing it. Stay consistent, stay true to the character.

GEAR UP!!!

Every character begins with a "Ready Pack" and 75 gold coins worth of gear. You must spend the 75 gold coins now. What you don't spend is lost.
(See "Ready Pack")

STARTING MONEY

Everyone begins with 2 gold coins and 2 to 7 (1d6 +1p) silver coins



Character Races

Adventure Beetle

Say: (ad-VEN-chur BEE-tul)

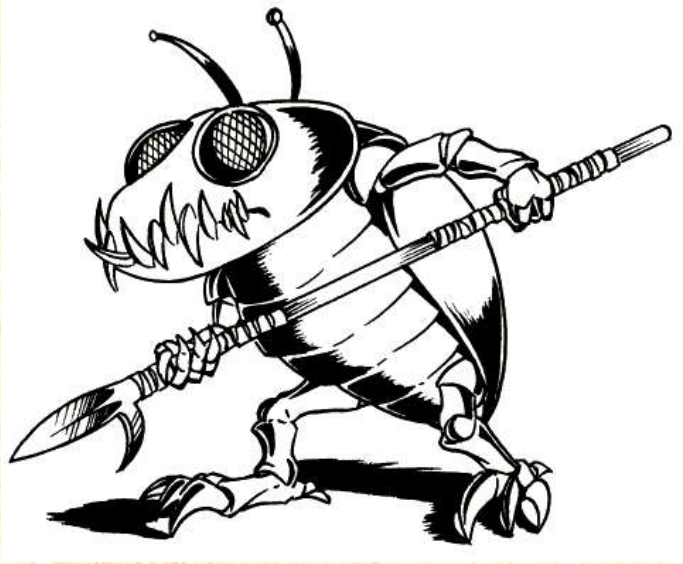


TRAITS
Dark Vision = 6d
Moves = 3d (walk), 5d (fly)
Actions = 2d
Jump = 1d/3d
Size = 2d
Life Force = 4d
Luck = 2d
(D) Shell = 1d
(A) Bite = 2d

RACE ABILITIES
You get +1p to all "Initiative" rolls.

ABOUT
Adventure Beetles are a small but eager people. Easily excited, and yet a bit too ambitious. They seldom exceed two feet in height, have grayish white shells, and speak by vibrating their stomach muscles with their wings, resulting in a buzzing voice. Adventure Beetles are smart dressers. They wear fine clothes and expensive suits, typically gray.

SONGS
Adventure Beetles love songs, chanting, and telling stories about great adventures, but they have few legends of their own. More commonly, they admire Humans, Elves and Dwarves, and most of their story telling revolves around human legends where an Adventure Beetle was involved.



NESTS
Adventure Beetles live in nests with no leader and no government. They co-exist peacefully and work together to harvest food and fend off predators. Most nests are found as large tree forts or small caves near running water. They are built by packing mud and sticks together

LEARNING TO FLY
Adventure Beetles must learn to fly

- **With ST & CN = 3** … You may now fly straight 5 inches (1 inch / round) but you always land "Prone" on your back.
- **With ST & CN = 6** … You may now fly (straight) 5 inches and land normally.
- **With ST & CN = 9** … You may now turn while flying 5 inches.
- **With ST & CN = 12** … You may now turn while flying 1 inch per Strength (ST) rating.

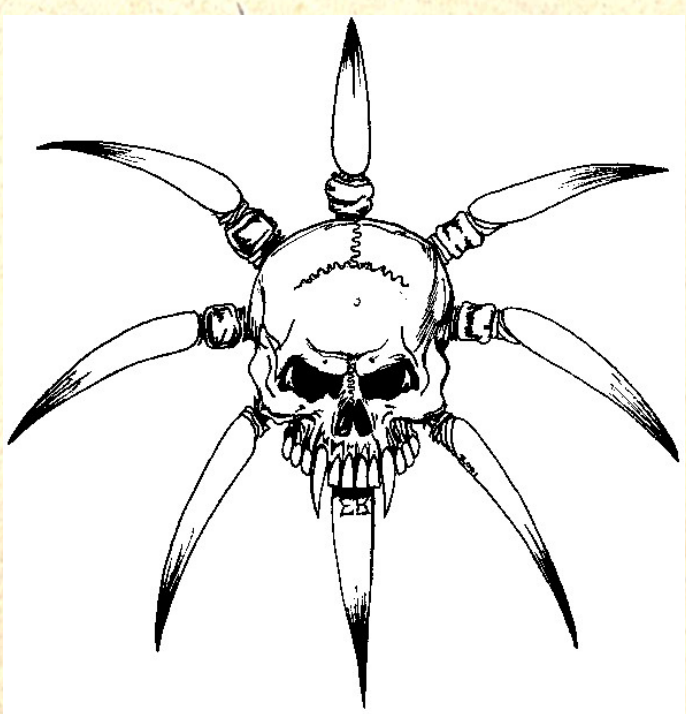
DUNG BEETLE

Say: (DUNG BEE-tul)
(Sub Race)

TRAITS
Dark Vision = 6d
Moves = 3d (walk)
Actions = 2d
Jump = 2d/4d
Size = 2d
Life Force = 5d
Luck = 2d
(D) Thick Shell = 2d
(A) Bite = 2d

RACE ABILITIES
+1d bonus to all Strength (ST) rolls.

ABOUT
These are the bigger yet flightless (may never learn to fly!) cousins of the Adventure Beetle.



PRIMAL (PR) RATING ABILITIES
Select 1 for every 3 ranks of PR

Bug Lust
(3/day) (Requires "Speak with Bugs") (Requires a minimum Nature (NT) rating = 9d) You may AUTOCAST the "Insect Swarm" spell with no glyph.

Dig Dug
(Dung Beetles Only) (3/day) You may AUTOCAST the "Dig" spell with no glyph.

Double Jump
(3/day) You "Jump" twice as far as normal

Glossy Shell
Your shell hardens. Your natural defense rating = 3d

Iron stomach I
You survive by eating any bio-mass without getting sick.

Iron stomach II
(Requires "Iron Stomach I") You are immune to all poisons.

Speak with Bugs
You may speak with (normal) insects at will.

Super Shell
(Requires "Glossy Shield") You only suffer half-damage from non-magical range weapons.

CATLING

Say: (KAT-ling)



TRAITS

Dark Vision = 15d
Moves = 3d (walk)
Actions = 2d
Jump = 2d/4d
Size = 3d
Life Force = 4d
Luck = 2d
(D) Fur = 0d
(A) Claws = 1d

RACE ABILITIES

You get “Luck” with every “Landing Attack” roll.

ABOUT

Catlings are a patient but drowsy people. Easily amused, and yet a bit too curious. They are not fond of dogs (or Tundra for that matter), but they aren't afraid of them either. They typically stand between five and six feet in height and are covered with fur. Some have short hair, while others have long hair, and they and come in a wide variety of colors and patterns. Catlings speak with rolling "rrrrs" and even purr when happy. Some Catlings tend to dress like colorful pirates, with tall black shiny boots, puffy white shirts, and a brightly colored silk sash if they can find one.

SONGS

The songs and legends of Catlings often involve long love ballads where male lion kings miss their youthful wanderings but feel compelled to stay and protect their prides. Other songs sing of wise old lion kings who have to fight off young male challengers.



PRIDES

Catlings live in prides with 1 lion king, 2 to 12 females, and 1 to 6 young. The young males leave the pride and wander alone until they grow strong enough to challenge another lion king.

A CATLING TAIL

A Catling's tail is a special thing. They keep their tails well groomed and often adorn their tails with jewelry. Even the poorest of Catlings manage to wrapped their tails in fancy colored strings.

TAIL WEAPONS

Catling often wield their tail weapons by jumping and twirling so their tail whips around like a martial art circle kick, though some have been known to lean forward lash out over their shoulders in a scorpion-like maneuver.

- No tail Weapon is an “M2”

(See “Multiple Attacks”)
(See “Multiple Weapons”)



PRIMAL (PR) RATING ABILITIES

Select 1 for every 3 ranks of PR

Cat Speak I

You may speak with domestic pet cats at will.

Cat Speak II

(Requires "Cat Speak I") You may speak with all felines, tigers, etc. at will.

Double Jump

(3/day) You "Jump" twice as far as normal

Feral Frenzy

(3/day) You can gain +1d bonus attack dice to all attacks this round.

Pounce Attack

When you perform a successful "Landing Attack", you knock them "Prone"

Super Stealth

(3/day) You gain a +1d bonus to continuous (uninterrupted) hiding and sneaking actions.

Tail Weapon - Small Hidden

Your (A) tail attack = 1d. These can easily be concealed within the fur of their tails, or perhaps disguised to appear as jewelry. These weapons can be easily snuck into those places where weapons are not allowed.

Tail Weapon - Big Blade

Your (A) tail attack = 2d. These cannot be concealed, but who needs to when your tail can wield a razor sharp hooked blade, or other freakishly horrific sword design.

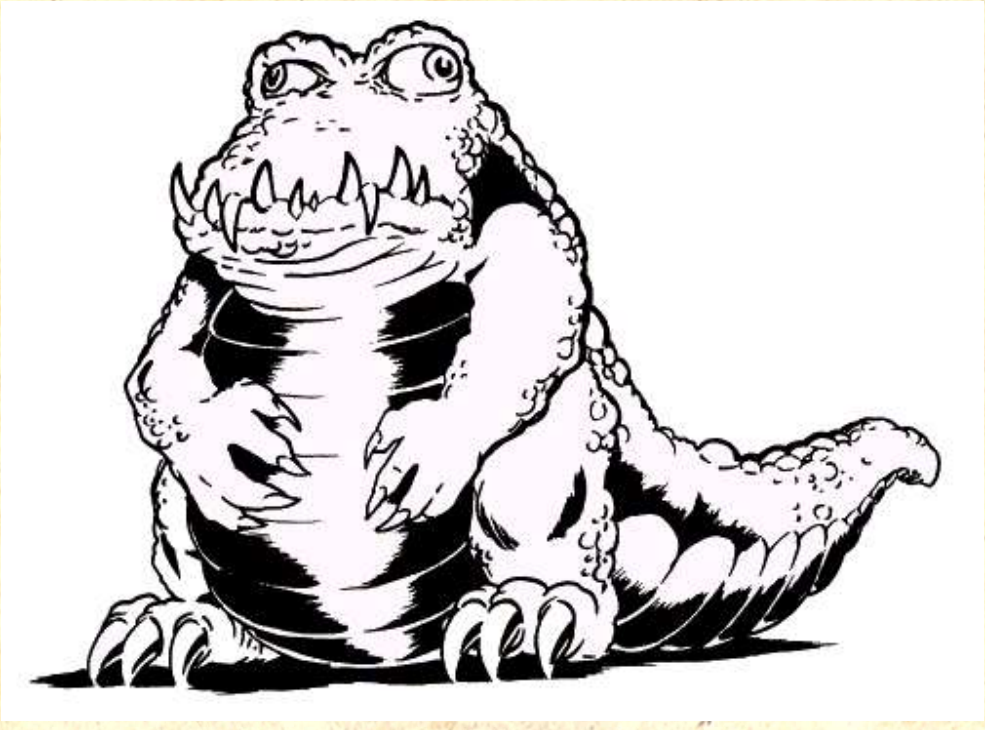
Tail Weapon - Heavy Spiked

Your (A) tail attack = 3d. These spiked iron balls aweigh about 5 pounds and are covered with painful spikes can also be wielded by a Catling's tail.

CESSPOOLER

Say: (SESS-pool-er)





TRAITS

Dark Vision = 6d
Moves = 3d (walk)
Actions = 2d
Jump = 1d/3d
Size = 4d
Life Force = 4d
Luck = 2d
(D) Skin = 1d
(A) Bite = 3d

RACE ABILITIES

You get +1d to all bite attack rolls

ABOUT

Cesspoolers are a cheerful, but short-tempered people. Easily brought to great fits of ferocious anger, and yet ticklish at the same time. They prefer to eat as often as possible and often laugh loudly if for no other reason than to display a large mouth full of disgusting half chewed morsels. They typically stand between five and six feet in height and can grow as long as twelve feet long from head to tail. Their green skin is spotted with silver and purple lumps, and they speak with a loud, throaty, gargling voice. The eyes of a Cesspooler are set, very far apart and move independently. When a Cesspooler is encountered it's because they are so hungry they decided to get up and do something about it, or because they had a sense of adventure and got into a bit of trouble or something.

SONGS

The songs and legends of Cesspoolers are very similar to drinking games that also involve a lot of eating. They laugh and belch almost constantly when telling a really good story and during heavy laughing there is a 1 in 6 chance they fart as well, …after which comes more laughing where others may fart as well, …and this can carry on for such a long time that they forget what they were originally singing about. The stories aren't as important as the telling, and having a good time is what it's all about.

TRASH PILES

They are almost always found living within huge piles of trash, ..just outside a small village perhaps. They dig down deep into the trash to sleep and roll around in it as they search it for bits that can be eaten. For them, just about anything can be digested. They live in groups of 2 to 7 (1d6+1p). It's very difficult to determine the difference between the males and females. If the group has 3 or more members, then there will be two adults and the rest are all younglings.



PRIMAL (PR) RATING ABILITIES

Select 1 for every 3 ranks of PR

Bad-Ass Bite I

Your (A) bite attack now = 4d

Bad-Ass Bite II

(Requires "Bad Ass Bite I") Your (A) bite attack now = 5d

Bad-Ass Bite III

(Requires "Bad Ass Bite II") Your (A) bite attack now = 6d

Hide in Water

Like a hippo, you can hide in water with a +2d bonus

Slimy Spit

(3/day) A range attack that covers the target in green gooey slime. The effect is that you may AUTOCAST the "Hold" spell with no glyph.
(See "Escape")

Tail Lift

You may lean back and stand up on your tail. This gives you a temp height of 9 feet.

Tail Swipe

You may turn quickly as an action and all adjacent creatures (friends too) must roll their Coordination (CN) vs your CN. Those who roll less than you are immediately knocked prone.

Tough Skin

Your skin hardens. Your natural defense rating = 2d

Cyclops Turtle

Say: (SY-KLOPS TURT-ul)





TRAITS

Dark Vision = 6d
Moves = 3d (walk), 3d (swim)
Actions = 2d
Jump = 2d/4d
Size = 2d
Life Force = 4d
Luck = 2d
(D) Very Hard Shell = 3d
(A) Bite = 2d

RACE ABILITIES

You can breathe under water

ABOUT

A Cyclops Turtle who is found willingly co-existing with "air breathers" is considered a traitor to all other Cyclops Turtles. Cyclops Turtles are a paranoid, but untrusting people. Quick to fight, yet even faster with insults. They prefer the company of other Cyclops Turtles, and loath long conversations about topics other than battle plans and stories of war. Cyclops Turtles rarely grow larger than three feet in height. Their brown shells are studded with black spikes, and they speak with a wet, raspy voice.

SONGS

They don't sing or dance at all, but they do love to tell very long, very serious stories about magnificent battles, or perhaps review their existing battle plans over and over. These battle plans tend to be forgotten once fighting breaks out and it turns into a blitz attack where it is every Cyclops Turtle for herself.

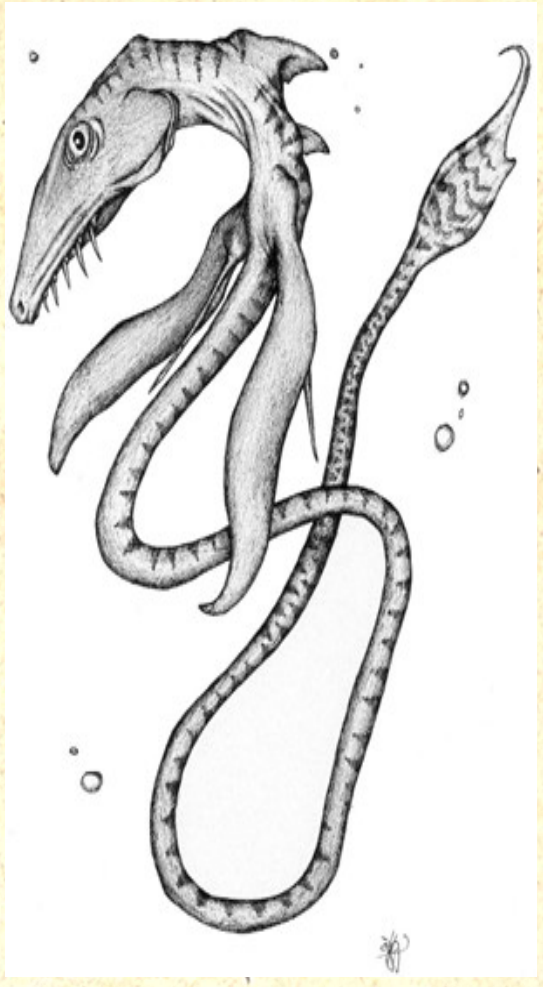
UNDER WATER CASTLES

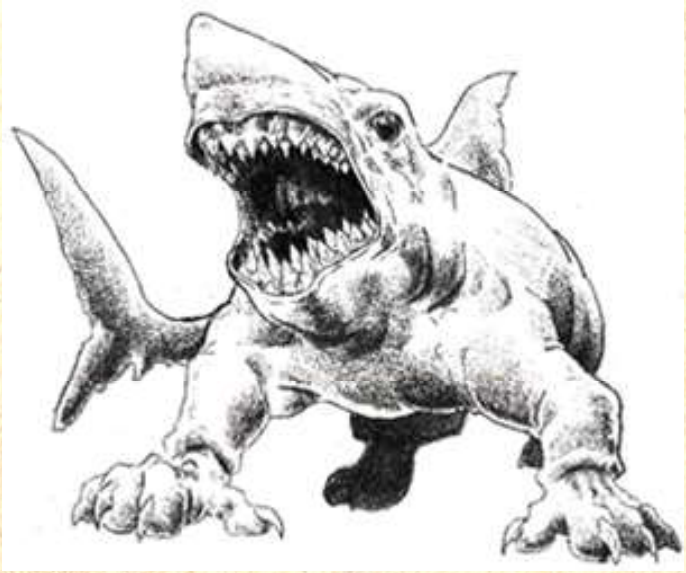
Cyclops Turtles live under the water. After all, they can breathe underwater and can move just as fast in the water and on land.

Most Cyclops Turtles tend to live in underwater castles that vary from colorful coral covered reefs, to the lost city of Atlantis. Some are even built around sunken ships.

Others might live in underwater caves, rocky shallow waters, and places where boats can't easily reach. Some of the more aggressive tribes live very close to human villages where ships make dock. They love to terrorize the humans by attacking and sinking their ships, killing all aboard, and keeping all the treasure down in their deepest, darkest underwater labyrinths.

Either way, their underwater homes are always protected by monstrous beasts. A giant dragon turtle, an massive sea squid, or even a Zackle or two!





PRIMAL (PR) RATING ABILITIES

Select 1 for every 3 ranks of PR

Iron stomach I

You survive by eating any bio-mass without getting sick.

Iron stomach II

(Requires "Iron Stomach I") You are immune to all poisons.

Shell Defense

(3/day) You spin about in combat like a ballerina. The effect is you may AUTOCAST the "Shield" spell with no glyph.

Shell Attack

(3/day) (Requires "Spiked Shell") You file and sharpen your shell spikes and may now make a 4d shell attack

Shell Toss

(3/day) (Requires "Shell Attack") You may remove your shell, throw it, and put it back on as a single action using the AUTOCAST the "Throw Weapon" spell with no glyph. (Range 12")

- (D) Naked Body = 0d
- (A) Sliding Shell = 6d

Speak with Fish

You may freely speak with fish, and any other swimming creatures: crabs, whales, eels. etc.

Spiked Shell

The small stubby spikes grow longer, and you gain a +1d bonus "Natural" defense dice.

Summon Cave Shark

(3/day) (Requires "under water") You may call a "Cave Shark" to serve you for 1 hour. But it won't arrive for 2 to 7 rounds (1d+1p).

CYCLOPSLING

Say: (SY-KLOPS-ling)



TRAITS
Dark Vision = 6d
Moves = 3d (walk)
Actions = 2d
Jump = 2d/4d
Size = 6d
Life Force = 4d
Luck = 2d
(D) Skin = 0d
(A) Big Fist = 1d

RACE ABILITIES
You can wield "Massive Weapons" as if you were 1 Size (SZ) larger.

You may act as two people when operating a siege weapon, like the two-man ballista.

ABOUT
Cyclopslings are a gentle giant, yet powerful people. Often alone, yet rarely in groups, they prefer the company of other character races and avoid their own kind. Cyclopslings always reach heights of at least six feet, and often grow as large as 7 or 8 feet in height. They have tan skin and are prone to baldness, but only on the top and front of their heads. They rarely speak, but when they do their booming voice naturally echoes. Cyclopslings are casual dressers. They wear hides and furs (less is more) and wield massive clubs or large nets. Cyclopslings prefer to wield massive weapons.



SONGS
They have many songs and surprisingly tend to carry a musical instrument or two. They love to share tales which often seem highly exaggerated.

Brain the bridge holder was said to stand neck deep in river of man-eating eels. He managed to hold a log over his head there by allowing six dozen villagers to escape some gruesome beast or whatever, …before dying.

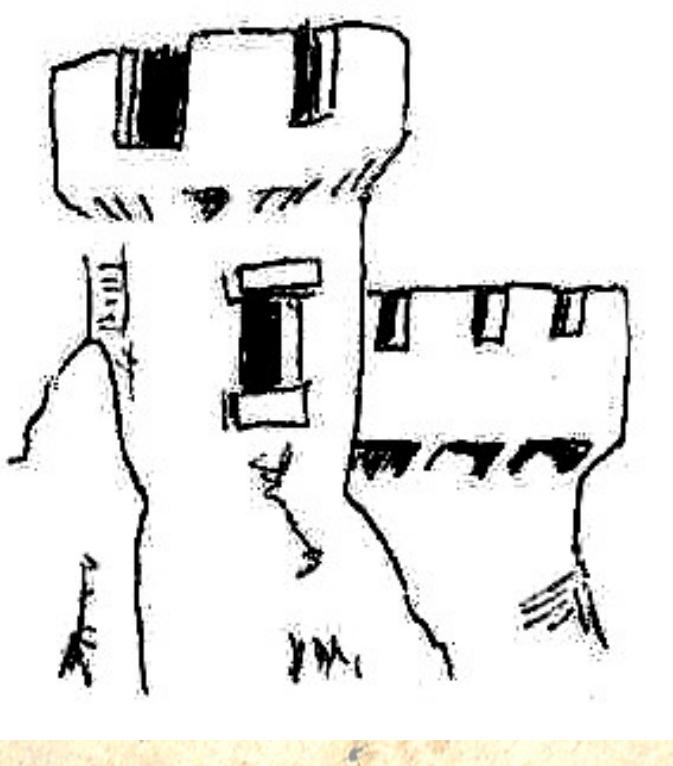
The armor, helm, gauntlets, boots, and axe of war (gifts from the gods) are said to ALL be worn by a single Cyclopsling. He is said to be mad, crazy and delusional as he suffers from Melancholy. So powerful is he, if you would believe the songs, that now the gods themselves fear him.

HOMES

Cyclopslings come from distant lands, where a mom will raise her child alone for the first 8 years, then the father will take over and raise the child for the next 8 years. The mom and dad don't live together, and the child is out on their own as soon as they turn 16.

Because they can easily be taught to handle siege weapons by themselves, they make great soldiers during war time. This may be why there are so few of them around these days.

Their homes are solitary, abandoned, lonely dwellings like old castle towers, small caves, or perhaps a simple brick home within a human village. They also tend to live with and serve the giants who live in the mountains.



PRIMAL (PR) RATING ABILITIES

Select 1 for every 3 ranks of PR

Catch Giant Stones

Gain +4d bonus defense against rocks and things that are thrown by giants and what not.

Growth I

You grow one Size (SZ) larger.

Growth II

(Requires "Growth I) You grow another Size (SZ) larger.

Iron stomach I

You survive by eating any bio-mass without getting sick.

Iron stomach II

(Requires "Iron Stomach I") You are immune to all poisons.

Massive Weapons I

You can now wield "Massive Weapons" as if you were 2 Sizes (SZ) larger.

Massive Weapons II

(Requires "Massive Weapons I") You can now wield "Massive Weapons" as if you were 3 Sizes (SZ) larger.

Bash to Bits

(Requires "Growth I") Your fists and feet serve as +2d "Siege" weapons, when attempting to "Bash to Bits'.

Throw Giant Stones

You can throw "Giant Stones" as if 2 sized larger.

DWARF

Say: (DWARF)



TRAITS

Dark Vision = 15d
Moves = 3d (walk)
Actions = 2d
Jump = 1d/3d
Size = 2d
Life Force = 4d
Luck = 2d
(D) Skin = 0d
(A) Fist = 0d

RACE ABILITIES

You get +1d to all axe attack rolls
You get +1d to search for secret doors

ABOUT

Dwarves are a small but militant people. Always training for war and sharpening their blades. Dwarves prefer a front-on attack, with nothing to hide. Dwarves seldom exceed four feet in height, are normally quite portly, and have tan to dark colored skin. Their voices are a bit throaty and they tend to speak a bit slowly, but with much confidence.

Dwarves love armor, almost as much as they love body hair. Hairy arm pits, hairy ears, hairy toes, and oh yes, thick long beards. Even their females have beards. Most Dwarves take a lot of time to groom their beards, tie them in braids, fancy Celtic knots, and perhaps even string beads and add pretty bows. A Dwarf with no beard is considered ugly, while, a Dwarf with a large beard is considered attractive.



SONGS

Dwarves love drinking, dancing and telling stories. They have a great many legends including a Dwarf who bet an Elf that he could finish a bottle of wine without getting drunk. But the joke was on him for the bottle of wine was magical and can never be emptied, so the poor Dwarf has been trying to drink and win that bet ever since.

CITIES

Despite the belief that a Dwarf lives under the ground, many Dwarven villages appear similar to human villages, …but perhaps with a bit less wood, and a bit more brick. And better construction of course. Still there are those Dwarves who live in caves, renovated dungeons, and great underground halls.

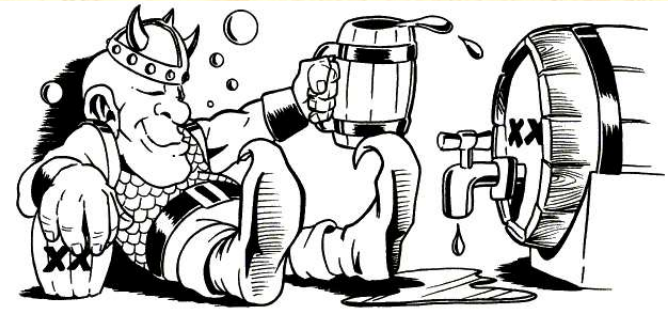
VIKING DWARF

Say: (VI-KING DWARF)
(Sub Race)

TRAITS
Dark Vision = 12d
Moves = 3d (walk)
Actions = 2d
Jump = 1d/3d
Size = 2d
Life Force = 4d
Luck = 2d
(D) Skin = 0d
(A) Fist = 0d

RACE ABILITIES
You get +1d to all hammer attack rolls
You get +1d to spot secret doors
Expert navigational skills

ABOUT
These are the seafaring cousins.
They grow real horns



PRIMAL (PR) RATING ABILITIES
Select 1 for every 3 ranks of PR

Find Secret Doors
(3/day) (Requires "Speak with Stone") You gain an another +1d to find secret doors.

Iron stomach I
You survive by eating any bio-mass without getting sick.

Iron stomach II
(Requires "Iron Stomach I") You are immune to all poisons.

Never Get Drunk
You can drink all you want, and never get drunk.

Never Get Sick
You are immune to all diseases.

One Eye Open
You never sleep (or nap) fully. Treat as awake, but prone.

Resist Impact
You gain a +3d bonus to avoid/resist all Impact" attacks.

Speak with Stone
(Non-Viking Dwarf Only) (3/day) You can touch a stone wall (castle, dungeon, etc.) or a natural cave and share a telepathic link.

Throwing Weapons
(3/day) You may AUTOCAST the "Throw Weapon" spell with no glyph. (Range 12")

Light Elf

Say: (LITE ELF)



TRAITS

Dark Vision = 12d
Moves = 3d (walk)
Actions = 2d
Jump = 2d/4d
Size = 3d
Life Force = 4d
Luck = 2d
(D) Skin = 0d
(A) Fist = 0d

RACE ABILITIES

You get +1d to all bow attack rolls
Treat "Sleeping" as awake, but "Prone"

ABOUT

Elves are a quiet but deadly people. They are the origins of magic, the way of nature, and yet sly and sneaky. Elves are just a bit smaller them humans, are a tad thinner. Their skin is very, very light. Elves love to sing, and speak in soft whispers. Elves were the original masters of magic, and many of the greatest magical items of all times were created by Elves long, long ago. But the Elves of today remember very little of the ancient magic. Almost all spells have been forgotten, …all but the ability to create light and darkness. Elves come from distant lands, and every elf belongs to a specific family. Each family vies for power and hordes their magical secrets. Marriages are arranged to promote family influences, etc. etc.



SONGS

Elves literally have thousands of songs and legends. Most notably are those long Epic songs of the civil war within between the "light" elves and the "dark" elves.

A recent sad song that laments the life of a beautiful, elf princess who fell in love with a human male and shared with him some of her family's most powerful magic, only to be betrayed by those she loved, and killed. Many bards do not know, or simply refuse to believe the last verse that describe her resurrection as a necromancer, and the revenge unleashed upon those who betrayed her.

CITIES

Most Elves live in amazing cities in the deepest forest. Others live in mountain villages holding back a horde of giants, dragons, or whatever. They may visit humans from time to time, but only a few actually choose to live among them.

DARK ELF

Say: (DARK ELF)
(Sub Race)

TRAITS
Dark Vision = 15d
Moves = 3d (walk)
Actions = 2d
Jump = 2d/4d
Size = 3d
Life Force = 4d
Luck = 2d
(D) Skin = 0d
(A) Fist = 0d

RACE ABILITIES
You get +1d to all bow attack rolls
You get +2d defense when in Shadowy Darkness

ABOUT
These are underground elves who despise their forest dwelling cousins. Their skin is very, very dark.

CITIES
Drow tend to live in the deepest caves where fresh water runs and all sorts of strange and magnificent plants and animals can be found. These are almost always a matriarchal society, led by a drow queen. Typically these cities are patrolled by male drow riding Jurassic beetles



PRIMAL (PR) RATING ABILITIES
Select 1 for every 3 ranks of PR

Blinding Light
(Light Elves Only) (3/day) You may AUTOCAST the "Blinding Light" spell with no glyph.

Improved Magic I
(Females only) You gain a +1d bonus to all Magic (MG) rolls.

Improved Magic II
(Requires "Improved Magic I") You gain a second +1d bonus to all Magic (MG) rolls. Total = +2d

Improved Shot I
(Males only) You gain a +1d attack bonus when attacking with bows and arrows.

Improved Shot II
(Requires "Improved Shot I") You gain a second +1d attack bonus when attacking with bows and arrows. Total = +2d.

Improved Shot III
(Requires "Improved Shot II") You gain a third +1d attack bonus when attacking with bows and arrows. Total = +3d.

Shadowy Darkness
(Dark Elves Only) (3/day) You may AUTOCAST the "Shadowy Darkness" spell with no glyph.

Speak with Wildlife
(3/day) Light Elves may communicate with cute furry woodland creatures. Dark Elves may communicate with beetles, bugs, spiders, snakes and lizards

HALF ELF

Say: (HAFF-ELF)



TRAITS

Dark Vision = 6d
Moves = 3d (walk)
Actions = 2d
Jump = 2d/4d
Size = 3d
Life Force = 4d
Luck = 2d
(D) Skin = 0d
(A) Fist = 0d

RACE ABILITIES

You get +1d to all Move (MV) rolls
You get +1d to resist being "Tracked"

ABOUT

Half-Elves are a shy yet sure-footed people. They are the result of the love between a Human and an Elf. Though not exactly a race unto themselves, they are a well known racial mix. Most of them are elf-like in appearance but 1 in 6 of them appear human. When speaking, most of them sound like humans, but 1 in 6 of them speak in soft whispers like an elf. Half Elves move over the most difficult terrain with instinctual prowess. They wear camouflage, earth tones, and dark clothing. Their hair is almost always pulled back behind their head and tied into strange Celtic-like knots.

Half-Elves who appear as elves will retain their parents Dark or Light appearance, but they do not have any ability to create light or darkness. Neither do they have the skill bonus with the bow like the elves, or the ability to lie, cheat and refuse death as humans. However, they do retain some of their elf-parent's ability to see in the dark.



SONGS

Being not a race unto themselves, they have few legends of their own and tend to learn a little bit of history from both their parents.

VILLAGES

Half-Elves love to explore and hunt. They often carry bows and are comfortable almost anywhere. Most half-elves live in human villages and towns near a forest.



PRIMAL (PR) RATING ABILITIES

Select 1 for every 3 ranks of PR

Iron stomach I

You survive by eating any bio-mass without getting sick.

Iron stomach II

(Requires "Iron Stomach I") You are immune to all poisons.

Sure Footed I

You gain a second +1d bonus to all Movement (MV) rolls. Total = +2d

Sure Footed II

(Requires "Sure Footed I") You gain a third +1d bonus to all Movement (MV) rolls. Total = +3d.

Rocky Ground

(Requires "Sure Footed II") You treat all "Terrain" ratings of 3d or higher as 3d.

Move Faster

You Movement (MV) rating is improved by a second +1d.

Tip Toe I

(Requires "Sure Footed I") You gain a +1d bonus to all "Sneak" rolls.

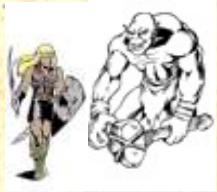
Tip Toe II

(Requires "Tip Toe I") You gain a second +1d bonus to all "Sneak" rolls. Total = +2d



HALF OGRE

Say: (HAFF-OH-ger)





TRAITS

Dark Vision = 6d
Moves = 3d (walk)
Actions = 2d
Jump = 2d/4d
Size = 5d
Life Force = 4d
Luck = 2d
(D) Very Thick Skin = 2d
(A) Big Fist = 1d

RACE ABILITIES

Your max (D) CB defense adjustment = 5d (not 3d).

ABOUT

Half Ogres are big brutes with massive muscles yet tempered by random acts of kindness towards others. Most Half-Ogres are always Ogre-like in appearance but smaller, regardless of the other half race. They speak slowly with deep throaty voices intermixed with much wheezing. And they are often wrong, and lean heavy on their own individual made up superstitious notions.

Half-Ogres love armor and many of them learn to craft their own. These tend to be pieced together and awkward looking but functional for them and them alone. Meaning a half-ogre may never craft armor for anyone else, even other half ogres.

All half ogres are born male.

SONGS

They have difficulty remembering the words, so most legendary half ogres tend to get lost in time. The only song that seems to stick is meant to be sung in rounds like “row-row-row-your -boat”.

♬

Mash, mash, mash, their heads.
Bloody up the street.
Warm and meaty, what a treaty.
Now it’s time to eat

♫

VILLAGES

Most half ogres tend to live in the farthest, most remote human villages. But plenty of others have been known to join armies, serve as a knight, or even in some cases as a king’s guard. Especially those with really wild armor.

HALF OGER MAGI

Say: (HALF-OF-ger-MAJ-eye)
(Sub Race)

TRAITS
Dark Vision = 6d
Moves = 3d (walk)
Actions = 2d
Jump = 2d/4d
Size = 5d
Life Force = 4d
Luck = 2d
(D) Very Thick Skin = 2d
(A) Big Fist = 1d

ABOUT
All half ogre magi are born female.

RACE ABILITIES
You get +1d to all Magic (MG) rolls.



V

PRIMAL (PR) RATING ABILITIES
Select 1 for every 3 ranks of PR

Armor I
You can craft the equivalent of full-chain armor, with bits and pieces from at least 3 existing sets of human-sized half-chain armor.
(D) Ogre Armor (Torso) = +3d

Armor II
(Requires "Armor I") You can craft …
(D) Ogre Armor (Torso) = +4d

Armor III
(Requires "Armor II") You can craft …
(D) Ogre Armor (Torso) = +5d

Armor IV
(Requires "Armor II") You can craft …
(D) Ogre Armor (Torso) = +6d

Invisibility
(3/day) (Requires a minimum Magic (MG) rating = 9d) You may AUTOCAST the "Invisibility" spell with no glyph.

Ogre Armor Enchantment I
(Requires Magic (MG) rating = 9) You may "Enchant" ogre armor giving it a +1d magical bonus.

Ogre Armor Enchantment II
(Requires Magic (MG) rating = 9) You may "Enchant" ogre armor giving it a second +1d magical bonus. Total = +2d.

HALF ORC

Say: (HAFF-ork)



TRAITS

Dark Vision = 6d
Moves = 3d (walk)
Actions = 2d
Jump = 2d/4d
Size = 3d
Life Force = 4d
Luck = 2d
(D) Thick Skin = 1d
(A) Big Fist = 1d

RACE ABILITIES

Your max (A) CB attack adjustment = 7 (not 5)

ABOUT

Most Half-Orcs appear Orc-like in appearance but one in six of them appear Human. Half-Orcs are looked down upon by both Orcs and Humans who both tend to be cruel and mean to them.

They are almost always the result of unwanted affection by a male orc who attacked a humanoid female and got a little over excited. Their humanoid half may be of any other character race and has no effect other than the occasional pointed ears or hairy feet. When speaking, they tend to spit and droll from time to time.

SONGS

Being a half race, they have few songs and legends of their own.



General Froth Nose has been trying to befriend a human stronghold while secretly plotting to take over. Since he wants to keep a low profile, he does what he can to silent any would-be songs.

Meanwhile, “Hasher the Dork” has become a living legend among his peers for leading an attack on a wizard tower. During the battle, he caught a fire and took the full blow in order to save everyone’s lives. His body was blown apart into a dozen pieces, and yet he returned home and walked into his village fully healed 7 days later.

VILLAGES

Half Orcs and Dorks are typically found performing the less desirable chores, serving their full-blooded orc sisters who often live in large camps near the edge of a swamp.

Dork (Dwarf-Orc)

Say: (DORK)
(Sub Race)

TRAITS
Dark Vision = 6d
Moves = 3d (walk)
Actions = 2d
Jump = 2d/4d
Size = 3d
Life Force = 4d
Luck = 2d
(D) Skin = 0d
(A) Fist = 0d

RACE ABILITIES
You regenerate (heal naturally) 1 Hit Point (HP) per round.

ABOUT
A dork is a very rare half-orc between a dwarf and an orc. They are short, hairy creatures.



PRIMAL (PR) RATING ABILITIES
Select 1 for every 3 ranks of PR

Battle Frenzy I
(3/day) You can gain +1d bonus attack dice to all attacks this round and the next.

Battle Frenzy II
(3/day) (Requires "Battle Frenzy I") Your "Battle Frenzy" gains a second +1d bonus attack dice to all attacks this round. Total = +2d

Battle Frenzy III
(3/day) (Requires "Battle Frenzy II") Your "Battle Frenzy" gains a third +1d bonus attack dice to all attacks this round. Total = +3d

Improved Regeneration
(Dork Only) You heal 2 Hit Points (HP) per round

Re-Grow Lost Limbs
(Dork Only) (Requires "Improved Regeneration") You can now re-grow lost limbs (not your head) in 7 days.

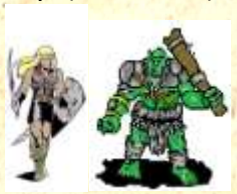
Spear Master I
(Non Dork Only) You gain a +1d attack bonus when attacking with spears.

Spear Master II
(Non Dork Only) (Requires "Spear Master I") You gain a second +1d attack bonus when attacking with spears. Total = +2d.

Throwing Spears
(3/day) (Non Dork Only) (Requires "Spear Master II") You may throw your spear and AUTOCAST the "Throw Weapon" spell with no glyph.

Half Trolls

Say: (HAFF-troll)



TRAITS
Dark Vision = 12d
Moves = 3d (walk)
Actions = 2d
Jump = 2d/4d
Size = 4d
Life Force = 4d
Luck = 2d
(D) Thick Skin = 1d
(A) Big Fist = 1d

RACE ABILITIES
You get +1d with club attacks

ABOUT
Half-Trolls are an ugly yet disgusting people.

They are almost always the rare result of unwanted affection by a male troll who attacked a humanoid female and got a little over excited. Their humanoid half may be of any other character race and has no effect other than the occasional pointed ears or hairy feet. When speaking, they tend to spit and droll from time to time.

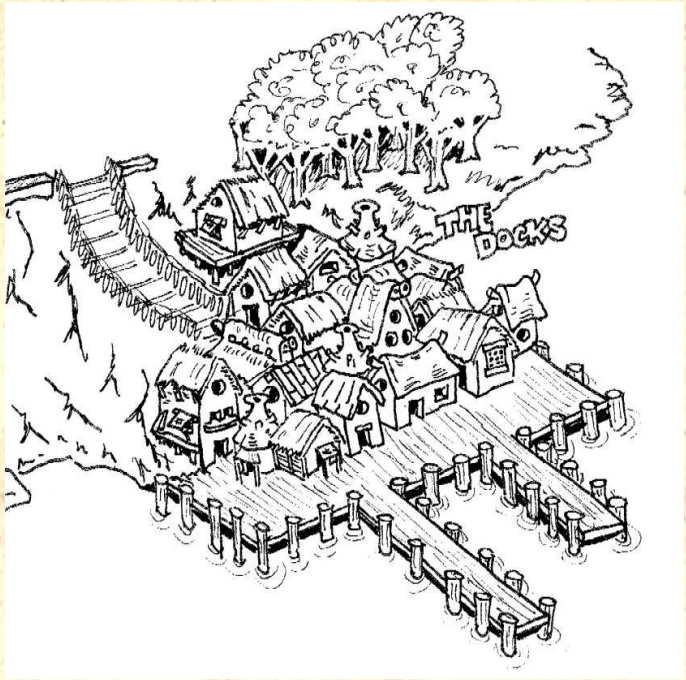
Half-Trolls love to explore dungeons and ruins. They love the dark realm below the surface and get annoyed very easily when forced to explore fluffy trees and shrubs.

Half-Trolls stand a bit taller than Humans and have very dense bodies. Their skin has a slightly greenish hue and feels thick yet clammy to the touch. They love to smile and show off their square, over-sized yellow teeth.



SONGS
Being not a race unto themselves, they have few legends of their own and tend to learn a little bit of history from only their mother.

UNDER A BRIDGE
Half trolls tend to live under a bridge, in a circus cage, or locked in the basement. In extremely rare cases, they can exist in “open villages” where they might work in the sewers.





PRIMAL (PR) RATING ABILITIES

Select 1 for every 3 ranks of PR

Club Master I

You gain a second +1d attack bonus when attacking with clubs. Total = +2d

Club Master II

(Requires "club Master I") You gain a third +1d attack bonus when attacking with clubs. Total = +3d.

Club Master III

(Requires "Club Master II") You can now wield "Massive Clubs" as if you were two Sizes (SZ) larger.

Iron stomach I

You survive by eating any bio-mass without getting sick.

Iron stomach II

(Requires "Iron Stomach I") You are immune to all poisons.

Regenerate I

You regenerate (heal naturally) 1 Hit Point (HP) per round.

Regenerate II

(Requires "Regenerate I") You regenerate (heal naturally) 2 Hit Points (HP) total, per round.

Re-Grow Lost Limbs

(Requires "Regenerate II") You can now re-grow lost limbs (not your head) in 7 days.

Human

Say: (HYOO-MAN)



TRAITS

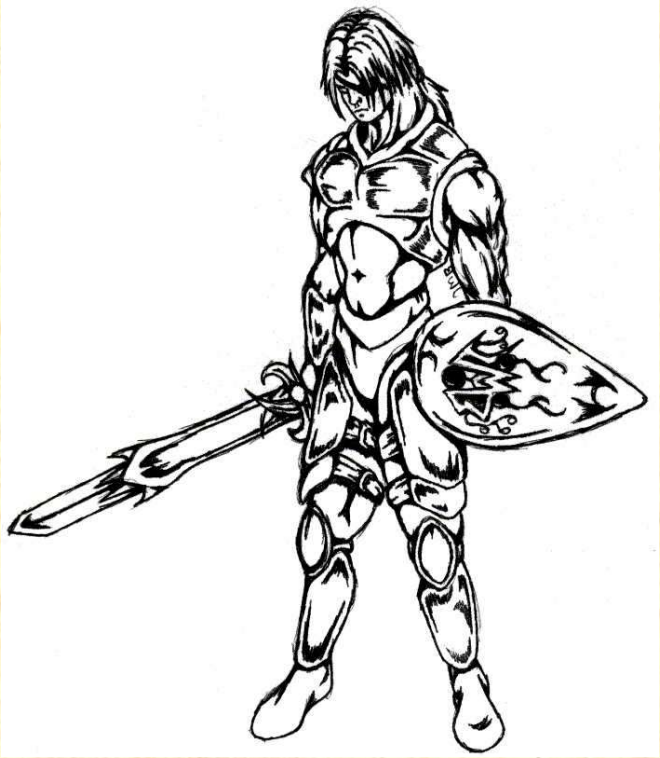
Dark Vision = 0d
Moves = 3d (walk)
Actions = 2d
Jump = 2d/4d
Size = 3d
Life Force = 6d
Luck = 2d
(D) Skin = 0d
(A) Fist = 0d

RACE ABILITIES

You may at any time select a +1d or -1d bonus to their Corruption rolls.

ABOUT

Humans typically stand from 5 to 6 feet tall and come in a variety of skin colors. Humans came to this land only recently. Their history is not important to them and they have already forgotten from where they came. Humans love armor and weapons almost as much as they love war, battles, and killing each other. They have no obvious advantage over the other races. And yet, in just a few centuries they have forged some of the most inspiring legends, both good and bad, and are now the most common of all the races. Some of the greatest wizards and rulers of all times were human. Humans love to get involved, love to join forces, and love to brag of their mighty deeds. They also create chaos with false tales of deeds never done. They lie, cheat, and steal almost naturally, and are perhaps the most dangerously unpredictable of all the creatures in the realm.



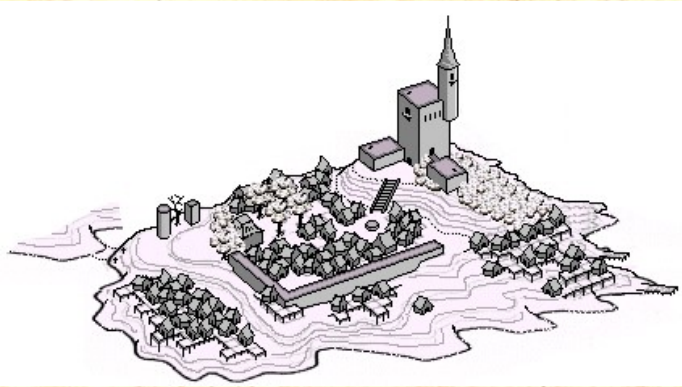
SONGS

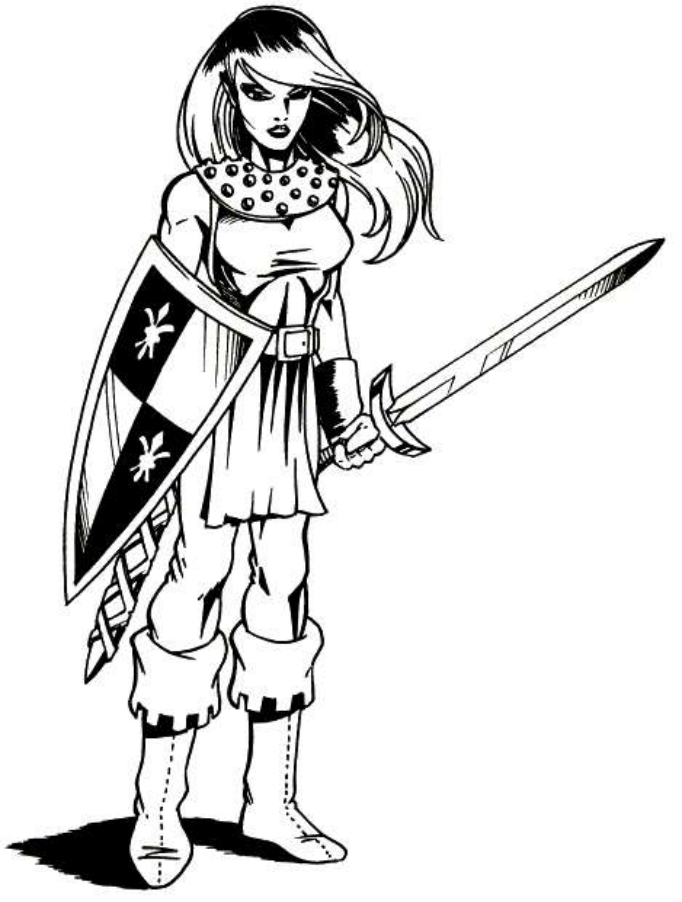
There are plenty of legends of pirates, assassins, kings, knights, champions, generals, etc. etc. But most are highly exaggerated or riddled with lies.

One of the most controversial legends of all is the famous Rick-a-Staad, …or is that infamous? Whether Rick-a-Staad is a good guy or a bad guy is unclear, but all agree that he has a vast network of spies. It is believed that he has a 5 in 6 chance of knowing who anyone is, where they came from, and where they are going.

CITIES

Some Humans prefer to live in small farming villages, while others would rather live in the largest, dirtiest, smelliest cities possible.





PRIMAL (PR) RATING ABILITIES

Select 1 for every 3 ranks of PR

Pants on Fire I

(3/day) Humans may at any time select a +2d or -2d bonus to their Corruption rolls.

Pants on Fire II

(3/day) (Requires "Pants on Fire I") Humans may at any time select a +3d or -3d bonus to their Corruption rolls.

Improved Life Force I

You increase your Life Force (LF) by +1 and you immediately roll for your additional 2 to 7 (1d + 1p) Hit Points (HP).

Improved Life Force II

(Requires "Improved Life Force I") You increase your Life Force (LF) by a second +1 and you immediately roll for your additional 2 to 7 (1d + 1p) Hit Points (HP).

Improved Life Force III.

Requires "Improved Life Force II") You increase your Life Force (LF) by a third +1 and you immediately roll for your additional 2 to 7 (1d + 1p) Hit Points (HP).

Refuse Death

(Requires Improved Life Force III") When you fall below zero Hit Points (HP) and die, you may survive past death for 2 to 7 (1d + 1p) additional rounds. During this time, you may continue to attack regardless of any additional damage you may sustain, but after which time you immediately die. During this time, you may also attempt to heal yourself.

NIGHTSTALKER

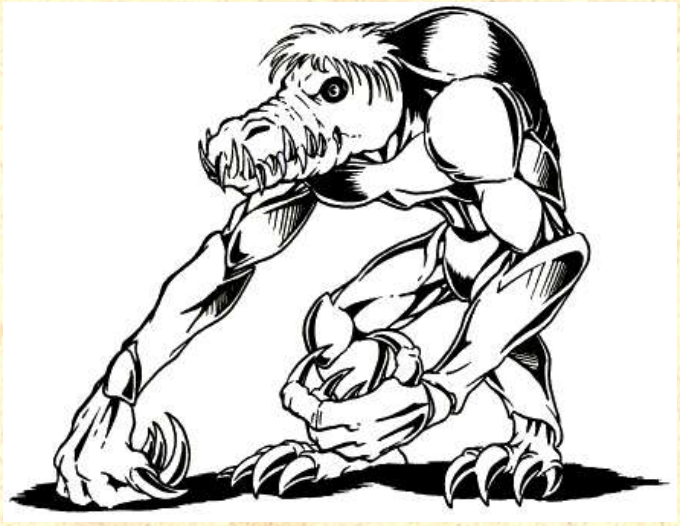
Say: (NITE-stalk-er)



TRAITS
Dark Vision = 15d
Moves = 4d (walk), 3d (climb)
Actions = 2d
Jump = 2d/4d
Size = 1d
Life Force = 2d
Luck = 2d
(D) Very Hard shell = 3d
(A) Very Vicious Bite = 6d

RACE ABILITIES
You get +1p to all "Initiative" rolls.
You climb and crawl at normal Movement speed

ABOUT
Nightstalkers are a small yet savage people. Cruel and vicious, often attacking in "wolf-like" packs. They typically stand only 2 feet tall, with dark blue skin and shiny black shells, but they are very fast runners. They speak using wet, raspy, drooling growls. Nightstalkers wear no armor and carry no weapons. They rely on their natural armor, claws and sharp teeth to get the job done. However, recently more and more Nightstalkers have been found using two shields and attacking only with their bite.



SONGS
They have no storytelling, singing, or dancing of their own, and so they don't yet have any legends. After all, they've barely evolved to a civilized state, …or at least they're getting close.

Occasionally 1 or 2 of these creepy creatures will join up with an adventure party and often prove themselves to be very effective until they get killed off, often way too soon.

HOWLING PACKS
A Nightstalker "Howls" (1 Action) to claim herself as a pack leader. (All "Free" Nightstalkers, not yet part of a pack, within (range 12 inches) must win a battle of wills with the new pack leader (WP vs WP) or succumb to the rule of the new pack leader.

Only the pack leader rolls initiative. The entire pack follows 1 countdown initiative behind the leader, and attacks whoever the leader attacks, even if they are already dead.

(See "Gore: Disemboweled")

NESTS

Nightstalkers don't have homes or villages, but they do make temporary nests and reproduce from time to time.

Nightstalkers love to sneak off to a dark secluded place and quickly lay from 3 to 18 eggs, then leave them there and return to their business.

When they hatch a few days later!!! must fight and feed off each other. Typically only 2 to 7 will survive to leave the nest.



PRIMAL (PR) RATING ABILITIES

Select 1 for every 3 ranks of PR

Improved Willpower I

You gain a +1d bonus to all Willpower (WP) rolls.

Improved Willpower II

(Requires "Improved Willpower I") You gain a second +1d bonus to all Willpower (WP) rolls. Total = +2d

Improved Willpower III

(Requires "Improved Willpower II") You gain a third +1d bonus to all Willpower (WP) rolls. Total = +3d

Improved Life Force I

You increase your Life Force (LF) by +1 and you immediately roll for your additional 2 to 7 (1d + 1p) Hit Points (HP).

Improved Life Force II

(Requires "Improved Life Force I") You increase your Life Force (LF) by a second +1 and you immediately roll for your additional 2 to 7 (1d + 1p) Hit Points (HP).

Shiny Shell I

Your shiny blue shell turns dark black with blood red pen-stipes and you gain a +1d bonus "Natural" defense dice.

Shiny Shell II

(Requires "Shiny Shell I") Your shiny blue shell turns completely blood red and you gain a second +1d bonus "Natural" defense dice. Total = 2d

Shiny Shell III

(Requires "Shiny Shell II") Your shiny blue shell turns completely blood red and you gain a third +1d bonus "Natural" defense dice. Total = 3d

Phoenite

Say: (FEE-nite)



TRAITS
Dark Vision = 6d
Moves = 3d (walk)
Actions = 2d
Jump = 2d/4d
Size = 3d
Life Force = 4d
Luck = 2d
(D) Skin = 0d
(A) Back Claws = 2d

RACE ABILITIES
You can burst into flames to escape

ABOUT
Phoenites typically stand from four to five feet tall and come in a variety of colors. They are a feathered yet flightless people. They speak using a pseudo language made up of various chirps, beak clicks, whistles and hums.

When hurt, there is a 1 in 6 chance that they explode into a fiery puff of smoke, along with everything they were wearing or holding become nothing more than a small pile of white ash. Then in 2 to 7 (1d + 1p) rounds, they instant rematerialize somewhere else with all their gear intact. The exact location is chosen by the GM randomly, and can very, very close, or miles away.

SONGS
They love to whistle, harmonize with no lyrics, and imitate random bird calls. One of their most popular songs has been re-worked into the well-known dwarf song “Hi ho hi ho …”



SOUNDS LIKE	**MEANS**
Tweet-Tweet	Yes, Okay, or Friends
Toot-Toot	No, Not, or Disgusting
Boom-Boom	Look Out!!!
Click-Click	Fire, Warm or Safe Place
Pop-Pop	Food, Treasure or Fount It
Hum-Hum	Happy or Sleepy
Twang-Twang	Sad, Hurt or Hungry
Snark-Snark	Big, Monster or Panic
Cluck-Cluck	Broken, Sick, or Bad
Brrrawk-Brrrawk	Profanity, Taunt, or Insult
Chirp-Chirp	To Want, To Need, To Love
Ping-Ping	To Lead, Beckon or Follow Me
Boing-Boing	To Have Sex or Be Surprised

NESTS

Most of them nest in large tree houses with cool looking spiral stair cases, ornate balconies, and breath taking views. These are located deep in the woods, in the tallest trees.

Others tend to live in human cities, with a preference for bell towers, rafters, attics or any other high place.



PRIMAL (PR) RATING ABILITIES

Select 1 for every 3 ranks of PR

Awkward Fall

You may not be able to fly, but you can now fall awkwardly and take no damage from falling.

Flames I

You may choose where you rematerialize.

Flames II

(3/day) (Requires "Flame I") You may choose to burst into flames whenever you want to.

Flames III

(Requires "Flame II") You may choose when to materialize. Must be sometime with the next 2 to 7 rounds.

Fly

(Requires "Awkward Fall") You may Fly at a Move rate of 2 inches , but only for 5 rounds.

Savage Claws I

Your back claws now have a natural (A) attack rating of 3d.

Savage Claws II

(Requires "Savage Claws I") Your back claws now have a natural (A) attack rating of 4d.

SKUNKLAR

Say: (SKUNK-lar)



TRAITS

Dark Vision = 6d
Moves = 3d (walk)
Actions = 2d
Jump = 2d/4d
Size = 1d
Life Force = 4d
Luck = 2d
(D) Thick Fur = 1d
(A) Fist = 0d

RACE ABILITIES

You get +2d to "Hide"

ABOUT

Skunklars look like skunks, hence the name, but that's about all that they have in common. Skunklars are small, cuddly, and only grow as tall as 2 or 3 feet. They speak very softly and sound like they are using high-pitched helium balloons. They prefer to use non-gendered specific pronouns. They are very accepting of everyone, and everyone is very accepting of them. They refuse to own land, but they understand that others seem to think they can. They understand money (they are not stupid), but have no real greed, and cheerfully share what they have with others of their own kind. To share with a Skunklar is considered a great honor.



SONGS

They love to sing and are experts at imitating animal sounds. To the un-trained ear their songs might simple sound like jungle sounds. But to the few who really do appreciate it (like classical opera) it's just fantastic. There are no lyrics. The sounds come together to evoke feelings and release powerful emotions.

CLUTCHES

It is very difficult to determine which are males and which are females, even for them, but it does not seem to matter. They live and mate in large groups called "clutches". Everyone does what they are good at. Everyone takes turns doing the less desirable chores. Everyone works together. No one gets paid.



PRIMAL (PR) RATING ABILITIES

Select 1 for every 3 ranks of PR

Iron stomach I

You survive by eating any bio-mass without getting sick.

Iron stomach II

(Requires “Iron Stomach I”) You are immune to all poisons.

Mushroom Patch I

You grow mushrooms on your back that are good for eating.

Mushroom Patch II

You grow more mushrooms on your back that are good for creating spores.

Mushroom Armor

(Requires “Mushroom Patch I.”) Your Natural (D) defensive fur gains +2d. Total = 3d.

Speak with Wildlife

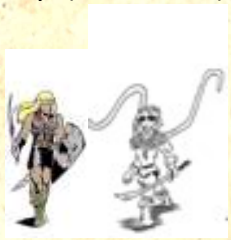
(3/day) You may communicate with cute furry woodland creatures. beetles, bugs, spiders, snakes and lizards

Spore Attack

(3/day) (Requires “Mushroom Patch II”) You trigger the mushrooms growing on your back to release spores. All within 5 inches must roll NT vs NT. All who fail suffer 2 to 7 (1d + 1p) Hit Points (HP) of damage.

THE GRAY

Say: (thah-GRAY)



TRAITS

Dark Vision = 6d
Moves = 3d (walk)
Actions = 2d
Jump = 2d/4d
Size = 3d
Life Force = 4d
Luck = 2d
(D) Thick Skin = 1d
(A) Fist = 0d

RACE ABILITIES

Telepathy

ABOUT

The Grays are now the 5th generation decedents of space aliens who crashed here long ago. They are hairless with large black shiny eyes. Their own language is a sort of telepathy and cannot be learned by other races.

When they speak our languages, they struggle with grammar often, and sometimes get the “em-FAS-is” on the wrong “sil-AB-la”.

They have two strong tentacles that can be sucked within and all but disappear. If they choose to use them like a pair of monkey prehensile tails, then they need to obtain special armor, even if it’s just a couple of quick slits cut in the back of some leather armor.



SONGS

They come from a world where telepathy was the only known form of communication. They know nothing about singing, melodies, tunes, pitch, rhythms, harmonizing, etc.

CITIES

Over the years, they have learned to blend in and live among humans. None of them seem to know anything at all about the location of their crashed spaceship.

GADGETS

None of these items can be used by any other race due to a "*SPECIES IDENT LOCK*" that is built into each item.

Most of their cool gadgets (like a med-scanner, walkie-talkie, laser-drill, hover-board, and so on) are now broken and worthless. And almost all the knowledge of how to fix anything is lost as well.

If you hope to fix broken gadgets and design your own, you will need to a "Gadget Toolbox" and study really hard, …to increase your (Primal (PR) rating.

To repair 1 "Broken Gadget" requires a "Gadget Toolbox" and cost 2 "Broken Gadgets", ..one to fix, and one to dismantle for spare parts.

"Broken Gadgets" are found as random treasure often mixed in with coins, gems and the occasional magic item. Here are just a few sample gadgets, arranged by type:

Scanners

Detect life, Detect poison (safe to touch, eat, breathe, etc.), Detect water, Follow a path (tracking), Med-Scanner

Transports

Land vehicle, Water vehicle, Hover-board, Teleporter

Armor

Force field
(D) Force Shield (hand) = 2d
(D) Force Body Armor (torso) = 5d

Weapons

(A) Pulse Blaster Pistol (Hand, Range 12 inches) = 4d
(A) Vibrating Blade (Hand) = 3d
(A) Vibrating Blade (Both Hands) = 5d

PRIMAL (PR) RATING ABILITIES

Select 1 for every 3 ranks of PR

Broken Gadget Identify

You can examine a "Broken Gadget" and determine what it is.

Create Gadget Toolbox

You know how to dismantle 2 "Broken Gadgets" for spare parts and use these parts to create your own "Gadget Toolbox"

Gadget Repair I

(Requires "Broken Gadget Identify") (Requires "Gadget Toolbox") You can fix broken "Scanner Gadgets" and "Transport Gadgets"

Gadget Repair II

(Requires "Gadget Repair I") You can fix broken "Armor Gadgets"

Gadget Repair III

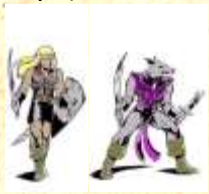
(Requires "Gadget Repair II") You can fix broken "Weapon Gadgets"

Gadget Craft

(Requires "Gadget Repair I") You can dismantle any 3 "Scanners" to create a new scanner of your own design. OR you can dismantle any 3 "Transports" to create a new transport of you own design (Ask your GM)

TUNDRA

Say: (TUN-DRAH)



TRAITS

Dark Vision = 6d
Moves = 3d (walk)
Actions = 2d
Jump = 2d/4d
Size = 3d
Life Force = 4d
Luck = 2d
(D) Skin = 0d
(A) Fist = 0d

RACE ABILITIES

They can wield two weapons at once, regardless of their Combat (CB) and Coordination (CN) ratings.

ABOUT

They are a very superstitious people. And easily distracted. Tundras are a barbaric yet colorful gypsy-like people. They have dog-like features, yet they are afraid of frogs. They typically stand 5 to 6 feet tall and are covered with very short soft fur. Most of them are white to tan though a few are dark brown or even black. They are prone to fits of barking and their voices are very rough and scratchy. Some Tundra prefer very colorful silk clothing, while others prefer black leather and paint their armor black as well. Tundras live in swamps, jungles and grass lands. They travel in small colorful wagon trains, like nomadic gypsies, with shaman priest and gypsy fortune tellers. Tundra are not fond of felines (or Catlings for that matter), but they're not afraid of them either. Tundra tend to wear leather pants with cotton shirts and wield a club in one hand and a sword in the other.



SONGS

There are a lot of tribes and they often meetup for BBQ's, drinking, singing, dancing and trading. The young adults are encouraged to marry outside their own tribe, and many songs are involved.

Most of their songs are meant to be danced to, around a large fire. The wrong steps can get you tossed out. The right steps can earn their trust and facilitate trade.

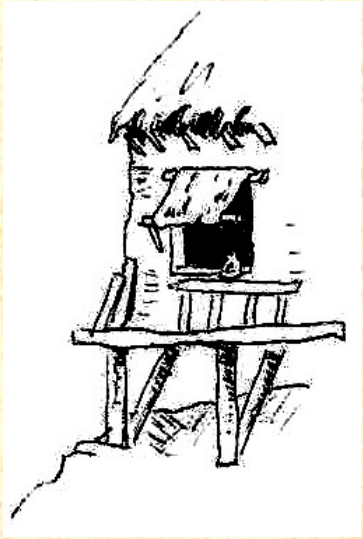
VILLAGES

A Tundra village appears to be less modern then most villages, …thrown together over night with simple buildings and no roads or street signs. Each Tundra village will have a tribal chief and a champion, both of whom are retired heroes. The villages will also have 2 or 3 patrols with leather armor and 2 swords, and 3 to 18 families. There is a 2 in 6 chance that a village also has a medicine woman who will live in her own hut with 3 or 4 young girls in training. These medicine women are believed to be gifted with "The Sight" and cable of seeing into the future, speak with dead spirits, and stuff like that.

Roll d6 Results
1 or 2 They know the whole truth
3 or 4 They know most of the truth
5 or 6 They know nothing

However, even if they have the gift, and even if you get them to read your palm or something, and even if they know the whole truth, most of these old witches don't believe the characters are ready to hear it.





PRIMAL (PR) RATING ABILITIES

Select 1 for every 3 ranks of PR

Dog Sense I

You get a +2d vs Surprise and a 3 in 6 chance of knowing when to look for "Hidden" characters and monsters.

Dog Sense II

(Requires "Dog Sense I") You get a +4d vs Surprise and a 4 in 6 chance of knowing when to look for "Hidden" characters and monsters.

Dog Sense III

(Requires "Dog Sense II") You get a +6d vs Surprise and a 5 in 6 chance of knowing when to look for "Hidden" characters and monsters.

Dog's Bark I

You may speak with (normal) pet dogs at will.

Dog's Bark II

(Requires "Dog's Bark I") You may speak with (normal) all canine, wolves, etc. at will.

Two Weapon Bonus I

You gain a +1d to each attack when you wield two weapons. Even if you only attack with the one of them

Two Weapon Bonus II

(Requires "Two Weapon Bonus I") You gain a second +1d to each attack when you wield two weapons. Total = +2d.



WARRIOR FLY

Say: (WAR-year FLY)



TRAITS

Dark Vision = 6d
Moves =1d (walk), 3d (fly)
Actions = 2d
Jump = NA
Size = 1d
Life Force = 4d
Luck = 2d
(D) Thick Fur = 1d
(A) Fist = 0d

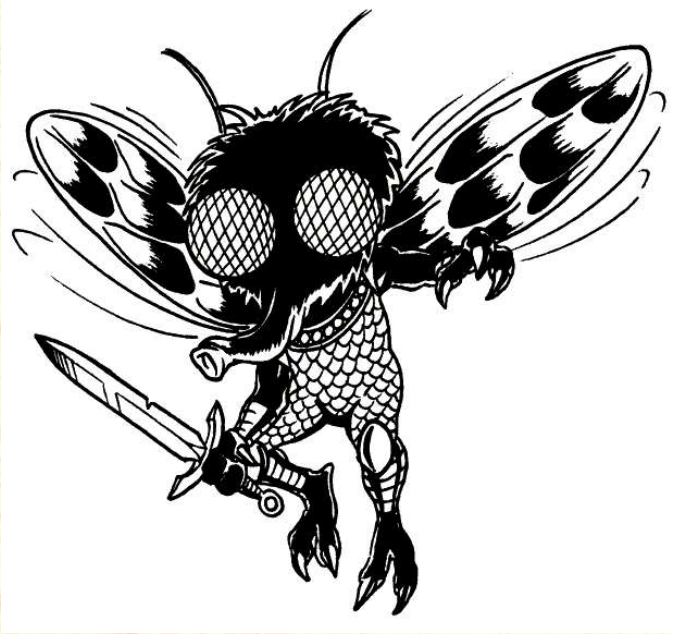
RACE ABILITIES

They can fly all day long without stopping to rest.

ABOUT

Warrior Flies are a dark, but hairy people. They don't like being called a "bug", but they do possess a great sympathy for smaller insects. Warrior Flies typically stand only 1 or 2 feet tall. They have dark, black skin covered with thick black hair. They speak with a high pitched, squeaky voice. Warrior Flies prefer to live where they can find rotting stuff, decay, or large quantities of sugar. They eat by vomiting up on their food, which dissolves it. Then they suck up the liquid results through their straw-like mouth.

Warrior Flies seem to have difficulty understanding the difference between an open window, a closed window, and a mirror. Warrior Flies can't swim. In fact, they hate the water and are unable to fly for 1 to 6 rounds after their wings get wet. Some have been known to join parties of adventurers who often abuse them as advance scouts.



SONGS

They don't have any legends, songs, or anything, but there are a few human legends that involve Warrior Flies. The most famous of all Warrior Flies was "Tinker Buzz", a female with a magical "stick" that could zap things and make them open, or zap pants and make them fall off, etc. There are many stories about old Tinker Buzz, and many Warrior Flies now believe that she eventually became absorbed by the magic of the "stick" and that is why the magic wand now "buzzes" when moved through the air.

Another, not so famous Legend involves "Zipp" the snatch purse who was a not so well liked, but very well known. She would sneak up while invisible, cut off your purse, belt, etc. then quickly fly off before you realize it's missing. She did quite well until that darn mirror incident.

DUNG HEAPS

Warrior Flies make their home around cesspools, refuse, and even large piles of dragon poop. They occasionally bond with a Cesspooler, living off its filth and waste.



PRIMAL (PR) RATING ABILITIES

Select 1 for every 3 ranks of PR

Defensive Flying I

You gain a +1d Defense bonus when flying.

Defensive Flying II

(Requires "Defensive Flying I") You gain a second +1d Defense bonus when flying. Total +2d.

Defensive Flying III

(Requires "Defensive Flying II") You gain a third +1d Defense bonus when flying. Total +3d.

Improved Shot

(Requires "Warrior Fly Weapon") You gain a +1d attack bonus when attacking with bows and arrows.

Invisibility

(3/day) (Requires "Defensive Flying III") (Requires a minimum Nature (NT) rating = 9d) You may AUTOCAST the "Invisibility" spell with no glyph.

Warrior Fly Armor

Warrior Flies rarely wear armor and cannot fly when wearing anything heavier than leather, but you can now wear chain armor.

Warrior Fly Weapon

Warrior Flies rarely carry weapons and cannot fly when carrying anything heavier than a dagger, buy you can now wield a small bow.

(A) Small Bow (Both Hands, Range 9 inches) = +2d

ZEETVAH

Say: (ZEET-vah)



TRAITS

Dark Vision = 0d
Moves = 3d (walk)
Actions = 2d
Jump = 2d/4d
Size = 2d
Life Force = 2d
Luck = 4d
(D) Skin = 0d
(A) Fist = 0d

RACE ABILITIES

You get +2d to “Hide”, but -2d to “Sneak”

ABOUT

Zeetvahs are a small yet greedy people. Quick to hide, but lousy to sneak, they only grow as big as 3 to 4 feet in height. They have tan colored skin with patches of gray spots, large soft eyes, and are prone to blushing. Their ears are large floppy dragon wings, which they can lift and flap but still, they cannot fly. They speakz wit da zzz’s a lotz and they dontz know many of da wordz.

Zeetvah males are very lucky with the ladies, especially the very beautiful Human females and Elf females who don’t seem to wear much clothing. However, Zeetvahs are totally unaware of their charming effect on them.

All Zeetvahs care about is fancy armor, magic swords, and big bags of gold.



Created by Larry Elmore
Special Thanks!

SONGS

The Zeetvahs surprisingly have a legend about a Zeetvah hero who died saving his friends. The Zeetvah, “Tofu-Yoga” is believed to be one of the greatest warriors of all times. So much in fact, that humans, elves and dwarves all pay tribute to him and have built a shrine in his honor. This shrine is believed to hold the remains of Tofu-Yoga and is protected day and night. Many Zeetvahs go on to believe that Tofu-Yoga will rise again one day to vanquish all enemies and rule the entire world in an age of peace, love, music, and of course, lots of GOLD.

VILLAGES

Zeetvah villages are small, but very busy. Plenty of Zeetvahs moving about doing their chores, making bread and cheese, milking cows, and everything seems perfect, almost too perfect.





PRIMAL (PR) RATING ABILITIES

Select 1 for every 3 ranks of PR

Hide I

You get a +1d when you attempt to "Hide".

Hide II

(Requires "Hide I") You get a second +1d when you attempt to "Hide". Total = +2d

Hide III

(Requires "Hide II") You get a third +1d when you attempt to "Hide". Total = +3d

Lucky I

You get one additional Luck (LK) each day.

Lucky II

(Requires "Lucky I") You get a second additional Luck (LK) each day. Total = +2d

Lucky III

(Requires "Lucky II") You get a third additional Luck (LK) each day. Total = +3d

Sneaky I

You only suffer a -1d penalty when attempting to "Sneak".

Sneaky II

(Requires "Sneaky I") You no longer suffer any penalty when attempting to "Sneak".

Avoid Traps I

You gain a +1d bonus to "Avoid Traps".

Avoid Traps II

(Requires "Avoid Trap I") You gain a second +1d bonus to "Avoid Traps". Total = 2d

Perks and Flaws

TIP

Perks and Flaws are optional. Select all the Perks you want and add up your perk ranks. Then select an equal number of flaw ranks.

Perks

ABILITIES

(P6) “Agile” = +1d to all CN rolls
(P6) “Athletic” = +1d to all ST rolls
(P6) “Confident” = +1d to all WP rolls
(P6) “Druid” = +1d to all NT rolls
(P6) “Scholar” = +1d to all IN rolls
(P6) “Wizard” = +1d to all MG rolls

COMBAT

(P4) “Alert” = +2d to resist surprise & sneak attacks
(P4) “Bard” = +2d battle song
(P4) “Beast Master” = +1 quantity of Trained Beasts
(P4) “Hulk” = May use massive weapons as if SZ = +2
(P6) “Quick” = +2p to all initiative rolls
(P4) “Savage Attack” = +1d to natural attack rating
(P4) “Savage Defense” = +1d to natural defense
(P6) “Warlord” = Friends get an extra "Free Move"



CROOKED

(P4) “Gambler” = +2d to sleight of hand
(P4) “Sneaky” = +2d to hide and sneak
(P4) “Spy” = +2d to disguise and eavesdrop
(P4) “Sticky Finger” = +2d to pick pocket
(P2) “Streetwise” = Knows a guy, who knows a guy

EXPLORE

(P4) “Investigator” = +2d search rolls
(P4) “Lawful” = +2d Resist disguise and lies
(P2) “Linguist” = Speak three additional languages
(P4) “Locksmith” = +2d to open locks
(P2) “Dungeoneer” = Never gets lost under ground
(P2) “Navigator” = Never gets lost at sea
(P2) “Ranger” = Never gets lost above ground

BEGIN WITH…

(P4) “Inheritance” = 1 random magic weapon
(P4) “Wizard Apprentice” = 2 random spells
(P4) “Wealthy” = 100 extra gold coins

SURVIVAL

(P4) “Brave” = +2d to resist fear, gore and horror
(P4) “Broad Stance” = +2d defense v. landing attacks
(P4) “Hunter” = Feed 2 to 7 people per day
(P2) “Lands on Feet” = Half damage from falling
(P4) “Magic Resistant” = +2d to resist magic
(P4) “Stout” = +2d to resist poison
(P4) “Sure Footed” = +2d to resist trip and fall
(P4) “Cleric” = +3d to turn undead

LUCKY (3/day) Get a free “Luck” roll when you …

(P2) “Giant Hunter” = Attack an ogre or giant
(P2) “Goblin Hunter” = Attack a goblin or orc
(P2) “Spell Finder” = Search for a hidden spell glyph
(P2) “Spell Caster” = Cast (read) a spell glyph
(P4) “Treasure Finder” = Search for a secret door
(P2) “Vampire Hunter” = Turn any undead
(P2) “Zombie Hunter” = Attack a zombie or ghoul

FLAWS

ABILITIES
(F3) “City Slicker” = -2d to all NT rolls
(F3) “Clumsy” = -2d to all CN rolls
(F3) “Cowardly” = -2d to all WP rolls
(F3) “Dim Witted” = -2d to all IN rolls
(F3) “Mundane” = -2d to all MG rolls
(F3) “Weakling” = -2d to all ST rolls

AGE
(F5) “Elderly” = -1 LF rating, -1 MV rating, -1d HP
(F5) “Youngling” = -1 LF rating, -1 SZ rating, -1d HP

COMBAT
(F5) “Combat Paralysis” = Skip 1 round of new battle
(F3) “Hesitant” = -2p to all initiative rolls
(F3) “Poor Grip” = You drop items 4 in 6 (not 1 in 6)
(F3) “Vulnerable” = Your max (D) CB defense = 2

DISABLED
(F3) “Eye Patch” = -2d to all "Look Around” rolls
(F5) “Missing an Arm” = No two-handed weapons
(F5) “Peg Leg” = -1" MV rating, and max jump 2"
(F3) “Slow” = -1p to all Initiative rolls
(F5) “Very Slow” = -2p to all Initiative rolls

SILLY
(F1) “Allergies” = Sneezes near Mushrooms
(F1) “Chip on Shoulder” = Trigger word makes angry
(F2) “Fear of Heights” = Cannot fly on a mount
(F2) “Fear of Water” = Cannot swim
(F1) “Fear of” = Snakes, or frogs, or something
(F1) “Knot Challenged” = Cannot tie knots
(F1) “Mute” = May only say your name
(F1) “Poor Direction Sense” = Get lost very easily
(F1) “Speech Impediment” = Pronounce "V" as "TH"



Currency

10 copper = 1 iron
10 iron = 1 silver
10 silver = 1 gold
10 gold = 1 gem

1 copper coin is a what you might give to a beggar in the street.

1 iron coin is barely enough to survive for one day as a homeless beggar. 3 to 5 iron is fair wages for a full day of unskilled labor.

1 silver coin is a enough for the average character to survive one day with lodging. Or, 1 silver can buy a round of drinks for everyone in the room (even the strangers). 1 silver is fair wages for a full day of skilled labor. 1 silver can buy the entire bottle of wine or whisky.

1 gold coin can easily afford a wealthy character to live like royalty with room service, guards and more. It's also a fair amount for most bribes.

Gems are very common, but accurate and honest appraisals are not. So, they are all simply traded as 10 gold each. There are of course, a few rare exceptions. Also, broken gem fragments are worthless.

"Big Toes" (literally) are worth 5 iron each to sailors and pirates. The bigger cost is the -1d Movement penalty that comes with chopping off both your own big toes, ..so maybe try to chop off the big toes of someone else.

Equipment

TIP

BRUTAL is not about pages and pages that try to list every possible thing you might happen to find on the back of the very top shelf. If you don't see something you're looking for, then make it up, then ask your GM to approve it and decide on a cost.

ARMOR

There are 3 categories of armor:
Hand = Held with one hand like gauntlets or shields
Head = Helmets are worn on the head
Torso = "Worn" to cover the body

Half Chain Armor = This is what we call Leather armor with a Chain shirt

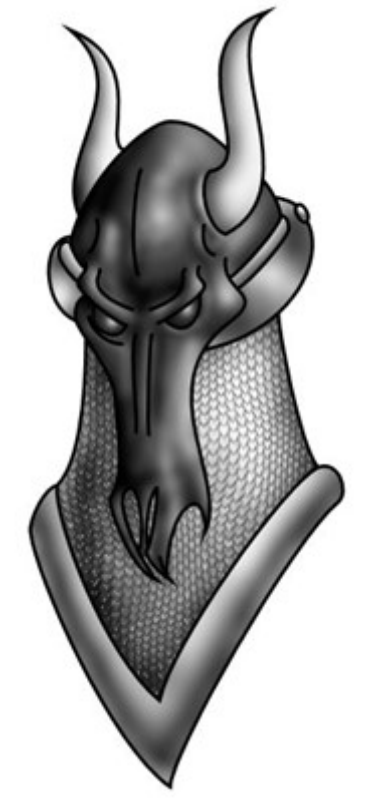
Natural Armor = Natural armor does not combine with Torso armor. You only count the better of the two. You get one or the other but not both

Shields = Wooden shields cost less and float, while Steel shields don't burn

Gold	ARMOR
0	(D) Common Clothes (Torso) = +0d
5	(D) Shield, Wooden (Hand) = +1d
5	(D) Leather Armor (Torso) = +1d
5	(D) Helm (Head) = +1d
15	(D) Shield, Steel (Hand) = +1d
50	(D) Half Chain Armor (Torso) = +2d
150	(D) Full Chain Armor (Torso) = +3d
1000	(D) Plate Mail Armor (Torso) = +4d









WEAPONS

Arrows = An arrow by itself (Held as appoint stick) is a +1d melee weapon.

Impact = Send your target stumbling backwards. (See "Impact")

Improvised = Any item can be used as a +0d weapon., A chair, a rock, etc.

M2 = (See "Multiple Attacks")

Parry = Use one Action to help defend yourself. (See "Parry")

Range = You may double the range for a -2d penalty

Reach = May attack opponents 1 or 2 inches away

Reload = Requires 1 action, and two hands to reload

Siege = Need to get through a pesky locked door? (See "Bash to Bits")

Throwing = The small axe and dagger are melee weapons that may be thrown (Range 6")

Throw a Melee Weapon = Any one-handed melee weapon may be thrown (Range = 3") with a -1d penalty. And a two-handed melee weapon may be thrown (Range = 2") with a -2d penalty.

Versatile = May be used with one hand but gets a +1d bonus with two hands

Gold	ONE-HANDED MELEE WEAPONS
0	(A) Improvised (Blunt) = +0d
5	(A) Club (Blunt, M2) = +1d
10	(A) Dagger (Throwing, Sharp, M2) = +1d
30	(A) Small Axe (Throwing, Sharp, M2) = +2d
30	(A) Mace (Bunt, M2) = +2d
30	(A) Rod (Blunt, M2) = +2d
40	(A) Small Sword (Sharp, Parry, M2) = +2d
50	(A) Big Axe (Sharp, Versatile, M2) = +2d/3d
50	(A) Big Sword (Sharp, Versatile, M2) = +2d /3d
50	(A) Silver Dagger (Sharp, M2) = +1d

BOTH HANDS

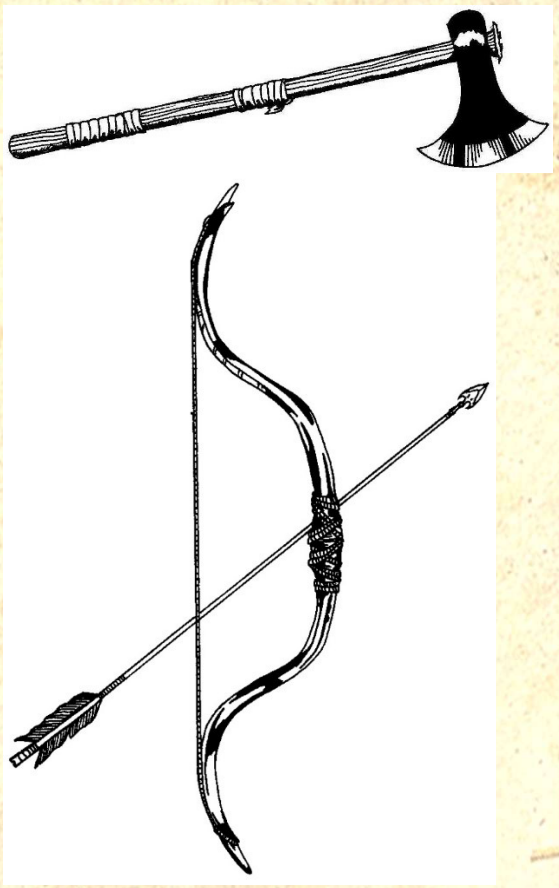
Gold	TWO-HANDED MELEE WEAPONS
10	(A) Big Club (Blunt, Impact, M2) = +2d
10	(A) Staff (Blunt, Parry, M2) = +2d
30	(A) Glaive (Sharp, Reach, M2) = +2d
30	(A) War Hammer (Blunt, Impact) = +3d
50	(A) Brutal Axe (Sharp, M2) = +4d
50	(A) Brutal Sword (Sharp, M2) = +4d
75	(A) Siege Hammer (Blunt, Impact) = +5d

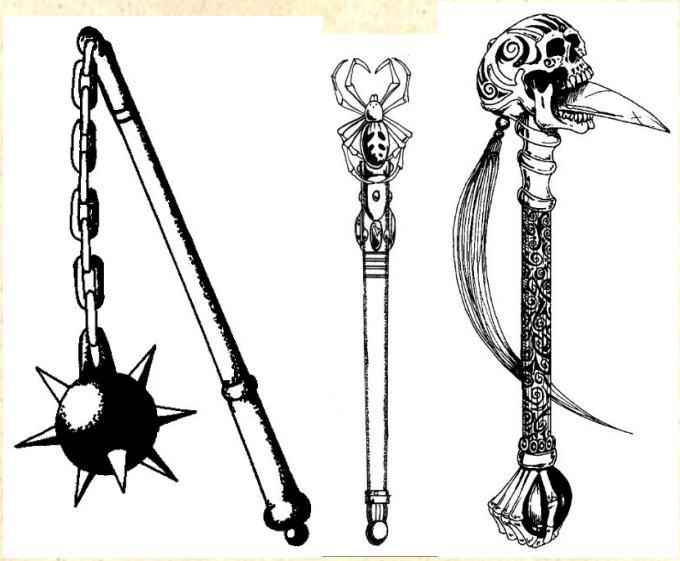
Gold	ONE-HANDED RANGE WEAPONS THROWN
0	(A) Improvised (Blunt, Range 6") = +0d
1	(A) Knife (Sharp, Range 6") = +1d
10	(A) Spear (Sharp, Range 9") = +2d

Gold	TWO-HANDED RANGE WEAPONS SHOT
1	(A) Quiver with 24 arrows, bolts, etc.
1	(A) Sling (Blunt, Reload, Range 9") = +1d
10	(A) Bow (Sharp, Range 15", M2) = +2d
50	(A) Crossbow (Sharp,Reload,Range 12") = +3d

Gold	SPECIAL WEAPONS	
0	(A) Giant Stone	(See "Giant Stones")
5	(A) Fire Jar	(See "Splash")
5	(A) Holy Water	(See "Splash")
10	(A) Holy Oil	(See "Splash")
10	(A) Acid	(See "Splash")
10	(A) Net	(See "Nets")
10	(A) Whip	("See "Whips")
25	(A) Holy Symbol	(See "Holy Symbol")
50	(A) Holy Symbol "Silver"	(See "Holy Symbol")







MISC. EQUIPMENT

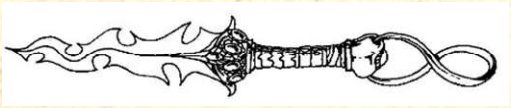
Gold	EQUIPMENT
10	Live chicken
50	Pack mule
100	Wagon

Gold	EQUIPMENT
25	Fancy clothes
25	Lock Pick kit
15	Potion of healing = 2 to 7 (1d+1p) HP

Silver	EQUIPMENT
3	Backpack
2	Belt Pouch
2	Candle (3" radius, 1 hour)
1	Flint & Steel (a kit for starting fires)
5	Food (1 week, dried meat, cheese and bread)
5	Hammer (small, with 12 iron spikes)
15	Lantern – Hooded (7" radius, 10 hours)
1	Large sack
15	Mirror (small, silver)
3	Oil Skin
2	Rope (50 ft)
5	Shovel (small)
3	Torches (2 dozen, 5" radius, 30 minutes)
1	Water Skin
8	Wine Skin
2	Wool blanket









READY PACK
(A 4 gold coin value for only 3 gold coins)

Backpack, belt pouch, wool blanket, 50 ft rope, flint & steel, 2 dozen torches, 2 large sacks, small hammer with 12 irons spikes, 2 water skins, 2 week rations, 1 wine skin

MISC ITEMS
If you want to buy something not found in the lists above, just ask the GM to make up a price.





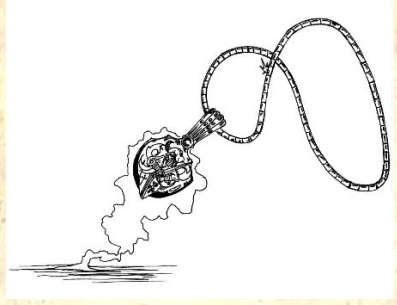












SPECIAL WEAPONS

NETS



NETS

(1 Handed, Reach, Hold 7d)
(2 Handed, Range 6", Hold 9d)

All nets cause no damage.
There are two ways to use a net…

- Use as a one-handed weapon with Reach to hold your opponent.
 Attempt with 7d vs CN

- May be used as a two-handed weapon with range 6" to hold your opponent.
 Attempt with 9d vs CN

(See "Held")
(See "Escape")

WHIPS



WHIPS

(1 Handed, Range 6", Fear 7d) "Crack the whip"
(1 Handed, Reach, Hold 7d) "around the legs or neck
(1 Handed Weapon, Reach +2d "1p + Pain

Min Coordination (CN) rating of 10.
There are 3 ways to use a whip…

- Cracked to produce a loud threatening noise that frightens all within 6" for 2 to 7 (1d + 1p) rounds.
 Attempt with 7d vs WP

- Use as a one-handed weapon with Reach to hold your opponent.
 Attempt with 7d vs CN

- Use as a normal weapon with to inflict 1 point of damage, ..along with a lot of "Pain".

(See "Frightened")
(See "Held")
(See "Escape")
(See "Pain")

Splash Weapons

FIRE JARS

(A) Fire Jar (Range 6”) = +1d / +2d
(A) Holy Water (Range 6”) = +1d / +2d
(A) Holy Oil (Range 6”) = +2d / +3d
(A) Acid (Range 6”) = +2d / +3d

A small, fragile clay jar or glass bottle filled with acid, alcohol, holy water, oil, holy oil, etc. With a bit of cloth stuck in the top. They require 2 Actions to prepare. A couple (1 or 2) may be prepared in advance, if carried carefully.

- FIRE JAR - Start Fire! (Fear 7d)
 Used to start fires quickly. Hanging tapestries, piles of dry hay, etc. The fire frightens all within 6” for 2 to 7 (1d + 1p) rounds.
 Attempt with 7d vs WP

- FIRE JAR - Attack
 May be used as a +1d weapon causing fire damage against all opponents in a 2” x 2” area, or a +2d weapon causing fire damage against a single opponent.

- HOLY WATER - Attack
 May be used as a +1d weapon causing holy damage against all undead in a 2” x 2” area. Or a +2d weapon causing holy damage against a single undead.

- HOLY OIL - Attack
 May be used as a +2d weapon causing holy damage against all undead in a 2” x 2” area. Or a +3 weapon causing holy damage against a single undead.

- ACID - Attack
 May be used as a +2d weapon causing acid damage against all opponents in a 2” x 2” area. Or a +3d weapon causing acid damage against a single opponent.

Holy Symbols



HOLY SYMBOL

(A) Holy Symbol (1-Handed, Range 6”) = +3d (Fear 7d)

A permanently blessed holy relic of some sort. From a simple wooden cup, to a silver symbol encrusted with gems. Multiple uses. One hand and one action to hold forth boldly.

- TURN UNDEAD
 Use two actions to frighten all undead within 6” for 2 to 7 (1d + 1p) rounds.
 Attempt with 7d vs WP

 A silver holy symbol has a +1d bonus to their “Fear” rating. Total = 8d.

- MELEE ATTACK
 May be used as a +3d melee weapon that causes holy damage to undead by touch.

(See “Frightened”)

Giant Stones



GIANT STONES

(A) Giant Stone (2-Handed, Range 6") = +1d (Crush)

Giant stones are awkward and regardless of how big it is, it only has 1d weapon rating. This makes them easy to avoid. However, they do get an extra +2d to hit opponents wearing Full Chain Armor or heavier.

If they do hit, then the defender has two options.

(ATTEMPT TO AVOID THE GIANT STONE)
Damage is found as (SZ + ST) vs (CN)

(ATTEMPT TO CATCH THE GIANT STONE)
Damage is found as (SZ + ST) vs (ST)

Massive Weapons

The "Size" of a weapon is determined by the size of the creature it was originally intended for. Humans have a Size = 3d, so human-sized weapons all have a Size = 3d as well. This means that a Human dagger and a Human battle axe both have a Size = 3d.

Most weapons found will have a Size Rating between 2d and 4d, but some larger weapons (Ogres and Giants for example) can occasionally be obtained, and bigger weapons mean more Damage.

WEAPON SIZE	WEAPON BONUS	INITIATIVE PENALTY
1d to 4d	+0d	-0p
5d to 6d	+1d	-0p
7d to 8d	+2d	-0p
9d to 10d	+3d	-1p
11d to 12d	+4d	-2p
13d+	+5d	-3p

(NORMAL CLUB)
(A) Big Club (Blunt, M2) = +1d

(MASSIVE CLUB)
(A) ***Massive*** Big Club (Blunt, M2, ***Size 9d***) = ***+4d***
-1p Penalty to initiative rolls

REQUIREMENTS

Not every character is big and strong enough to wield really large weapons. To find out how big a weapon your character may wield, use the following math equation, and round down.

Your max weapon size equals one half of… Your Size (SZ) **+** Your Strength (ST)

FOR EXAMPLE:
A Human (Size = 3d) with a Strength = 12d
Half of (3+12) = 7.5
Round down = 7

HIDE & SEEK

HIDING

HIDDEN OBJECTS

You move the table and chair then roll back the carpet to reveal a tiled stone floor. You search the tiled floor and find a loose tile. Beneath the loose tile is a small sack holding 10 silver coins.

Some things are hidden better than other things. The GM has the final say, but the default "Hidden" rating = 7d

- BURIED TREASURE:
 The Hidden rating of the buried treasure might be based on the Coordination (CN) rating of the person who hid it.

- SECRET DOORS:
 The Hidden rating of the secret door might be based on the money and engineering skill of those who installed the secret door.

Hide	(1 Action)
No roll needed.	

HIDING CHARACTERS AND MONSTERS

She quickly slips behind the pillar and hopes the guard gives up the chase.

Use the "Hide" action to simply move out of view, get behind, get inside, or under something. Or you might simply step into a shadow.

- If no one attempts to "Look Around" then you automatically succeed.
- If they do come looking for you, then you will use your Coordination (CN) rating to resist being found.

(See "Look Around")
(See "Invisibility")

SNEAKING

Sneak	(1 Move)
Attempt with CN vs. IN	

You "Sneak" from one hiding place to the next hiding place, by successfully completing one or more consecutive "Moves" (one inch per initiative countdown).

You only need to roll your Coordination (CN) once, on the first Move. Every opponent with a line of sight on you, may then roll their Intellect (IN) to notice you. And if any opponent does find you, they automatically point you out so everyone knows where you are!

- You must already be "Hidden" (in a prior round) before you may attempt the "Sneak" action.
- After Sneaking as far as you can, you must end the combat round with a new "Hide" action.

(See "Sneak Attack")
(See "Invisibility")



SEARCHING

Look Around (When Fighting) (1 Action)
Attempt with IN vs. CN

Where did that thief go? I just saw her. Ugh, ..She must be hiding around here somewhere?

Use the "Looking Around" action to notice hidden characters and monsters. You roll your Intellect (IN) one time. All hidden creatures within 12 inches roll their "Hidden" rating or their Coordination (CN) rating to avoid being detected.

Search (When Exploring (variable)
Attempt with IN vs. Hidden

You only need to roll your Intellect (IN) rating once. The GM should roll numerous "Hidden" ratings, one for each hidden thing in the area, plus a few more to keep the players guessing.

Normally you can Search an area twice. First a Quick Search, then you can try to toss the area a second time more thoroughly.

PASSIVE GLANCE (Instantaneous)
You are NOT actively searching.
The GM will tell you when to roll.

QUICK SEARCH (1 minute)
You ARE actively searching a 20x20 foot area and gain a YELLOW +1d bonus to your IN roll.

TOSS A ROOM (10 minutes)
You can toss a 20x20 foot area indoors or outside. You gain a YELLOW +2d bonus to your IN roll.

KEEP TRYING
If you still fail, you may wait an entire day, get some rest, and try again tomorrow. Another option is to use your saved XP to improve you Intellect (IN) rating, then you may try again immediately.

ROLE PLAYING

Most of the time, your character may freely travel the roads, speak with the inn keeper, and explore dungeons. But sometimes, things are not so simple. To find a secret door, for example, you roll some dice to see if you can manage it. Some characters will get to roll more dice than others.

(See "Attempting Actions")

Bluff
Attempt with CR vs. IN

You attempt to lie, spread rumors or omit parts of the truth.

Bribe (1 gold coin)
Attempt with CR vs. NT

The guard is paid to be there and has no real loyalties to the evil cultist, and he keeps eyeing your coin purse. You wonder if he could be paid off?

1 gold coin is a fair bribe to get past a single guard. 5 guards = 5 gold coins.

Disguise
Attempt with CR vs. IN

You alter your face, ears, hair, voice, and maybe even your height as well, in order to blend in, or not be recognized.

A character who creates a false identity and uses this false identity often (1 week or more) gains a +2d YELLOW bonus to fool others.

A character attempting to impersonate a REAL, well-known individual suffers a -2d penalty.

Eavesdrop
Attempt with NT vs. NT

You attempt to listen in on someone else's conversation without their knowledge and hear something that you are not meant to hear.

The GM may give the speaker (the potential victim) one or more bonus for various conditions like listening through a door, across a crowded noisy room, etc.

Falling Damage
Damage found as Feet vs CN

The floor suddenly gives way and you fall into a deep pit. You do your best to land on your feet, but the deeper the pit, the more this is going to hurt!

If the character rolls less than the GM, then the damage is calculated as the difference between the two rolls.



TIP

This is not the same as "Falling Down" in combat.

Hunt and Gather
NT vs. Survival

Each hunt takes half a day. A character may hunt once or twice a day. Each successful hunt results in finding enough food to feed 2 to 7 characters for 1 day.

The default "Survival" rating is 6 for woods, swamp, plains, etc. A desert or frozen wasteland had a default "Survival" rating of 12.

The "Hunter" perk = feed 2 to 7 people per day. This just happens as you go. No special time or effort is needed. No roll is needed either.

Intimidate
Attempt with (Attack Roll) vs. (Defense Roll)

Rather than "Bribe" or "Bluff", you attempt to threaten bodily harm in order to get your way.

Intimidate causes no real damage.

- Intimidate = Exploring
- Frighten = Fighting

Knowledge Check (Lore/History)
Attempt with IN vs (Variable)

You try to remember what your granny used to tell you about the strange thing/place before you. Drat! If only you paid more attention.

The better you roll, the more you remember.

As the GM, you have access to secret information, and sometimes an adventure gives the characters a chance to roll their Intellect (IN) rating and see if they know any of it. For example:

- 10 = The horrific tomb is located in a dark forest.
- 15 = There are 3 entrances, only 1 is real.
- 20 = The main hall has traps set every 5 feet.
- 25 = Do not trust the empty mouths.
- 30 = A holy champion needs to redeem himself

Pick Lock
Attempt with CN vs. Lock

Using a set of "Lock Picks", you attempt to unlock the door to the brew master's storage locker. You might fail a few times, but you are permitted to try again and again, until you get caught.

The "Pick Lock" action may ONLY be attempted by a character with a set of lock picks.

Pick Pocket
Attempt with CN vs. NT

You attempt to steal something from a person nearby.

You get a +1d bonus if you are willing to steal any random object:
(1) You lifted one of their shoes off while walking
(2) You lifted a written note
(3) You lifted a single copper coin
(4) You lifted a single silver coin
(5) You lifted a half-eaten bit of dried fish
(6) You lifted what you were hoping for

Poison (Resist)
Attempt with NT vs. Poison

A lock is protected by a poison needle trap. With a single prick of your finger you are now poisoned.

ALL "Poisons" make it so you can no longer regain lost Hit Points (HP) from Resting and Binding Wounds, until you are FIRST healed by a spell or magic potion.

Rune Markings (Read/Decypher)
Attempt with IN vs. Runes

The writing is very strange and is difficult to make out what it says. After 2 to 7 (1d + 1p) minutes of study…

You manage to decipher it.
Or you don't.

Some runes are harder than others. The default "Runes" rating is 12

Sleight of Hand
Attempt with CN vs. IN

You attempt a clever deception where the hands move faster than the eye.

Strength (Battle of Strength)
Attempt with ST vs. ST

The barbarian's muscles glisten with sweat as he strains to hold the gate open.

When room permits it, you may allow two or more of you to work together

You might also use "Battle of Strength" to determine victory when two characters shove one another, arm wrestle, etc.

Surprise (Resist)
Attempt with NT vs. 7d

You (individual or group) suddenly find yourself face to face with your opponent(s). Who amongst you and them are "Surprised"?

Every individual on both sides must roll their NT vs a single 7d rolled by the GM. Those who fail are "Surprised", as the GM calls out "New Round".



TIP
This is not the same as "Sneaking".

(See "Surprised")

Track
Attempt with NT vs. (NT x 2)

You are attempting to follow the tracks of a group or individual. When successful, you can know (1) How many are in the group? (2) How long ago they passed through. (3) Which way they are headed?

The GM may give the character being tracked (the potential victim) one or more YELLOW bonus dice for various special conditions, such as fresh snow.

Willpower (Battle of Wills)
Attempt with WP vs. WP

All set and prepared to go, you leave the village behind, and head toward the woods. Did you forget something? Are you sure you are ready for this? Who's bloody idea was this anyway?! You suddenly find yourself overwhelmed by fear, and must stop dead in your tracks, just 25 feet from the forest edge.

"Willpower Checks" are a good way to determine if the characters are strong enough to survive an adventure. Only if everyone surpasses the GM's roll, should the party of adventurers enter the woods.

However, if they insist on going forward anyway, they can. As the saying goes, "It's their funeral".

Game Master (GM) Decides
Attempt with (?) vs. (?)

If you want to attempt something not listed here, the GM has final say.

Bashing To Bits

You are unable to pick the lock (Coordination) or force open (Strength) a fancy coffer, so you decide you will break open and begin to beat on it with your sword.



TIP

Every item is different

- Not all doors have the same Strength, Hidden, Locked, etc. ratings.
- Not all doors have the same Hit Points either.

Bash to Bits
Attempt with ST

You cause 1 point of damager, per strength, per Round. With ST=6 you cause 6 points of damage every minute. This may take a long time and will likely make a lot of noise.

Siege Weapons
Attempt with ST + Weapon Rating

Look for weapons with "siege" in their description. The 2-handed war hammer has a +3d weapon rating. With a ST=6 you will cause 3d+6p points of damage every Round. With a siege weapon, things go a lot quicker.

Beast Master

TIPS

You may only Befriend and Train 2 beast at once. Or 3 beast if you have the "Beast Master" perk.

Beast Charm
Attempt with NT vs. Defense Pool

Using your understanding of nature, you put away your weapons and calmly approach the "Beast" as you offer it some fresh food. If successful, the beast calms down and eats as you pet it and begin to build trust. If not successful, you must roll your defense like normal combat.

(See Monster Key Words – "Beast")

The charmed "Beast" will not attack the character or her companions, and you may freely walk past it.

Beast Befriend
Attempt with NT vs. Defense Pool

You MUST "Charm a Beast" again and again, 3 times a day, for 3 days in a row. If you succeed all 9 charms, the Beast will now follow you and you may train the beast.

You cannot befriend a beast that has already been trained by someone else.

Beast Train
Attempt with NT vs. NT

Once a beast is fully charmed, you may then train your beast to perform 5 "SIMPLE" tasks. Be sure to write them down. Here are some examples: "SIT", "STAY", "COME", "FETCH", "HUNT", "GUARD", HUSH", "BARK" and "KILL".

Overcome Obstacles

Well, if you REALLY want to try a more direct way down, you may try to leap out (off the balcony) and catch the chandelier, then swing over and land on the table. I will give this an "Obstacle" rating of 11d. If you fail, you fall 40 feet and land prone.

Overcome Obstacles
Attempt with CN vs. Obstacles

Be sure you know what will happen if you fail. If you decide to risk it. You roll your CN to see if you make it.



Traps

Find Trap
Attempt with IN vs. Hidden

Ideally you would first "Search" for and find the trap. If found, then you may attempt to remove it. But who has time for all that?

(See "Search")

Remove Trap
Attempt with CN vs. Trap

You found a Trap. Can you remove or disable it? Failure results in the trap immediately being set off!

Avoid Trap
Attempt with (Various) vs. (Trap x 2)

You failed to find or remove a trap. Now you must attempt to avoid it!

ATTACK TRAPS

Some traps result in an "Attack" roll like the ones that shoot an arrow out of a small hole in the wall. Roll your Defense dice to avoid.

CAPTURE TRAPS

Some traps simply catch and hold their victims, like a deep pit. (See "Falling Damage) +2d if there are spikes at the bottom. Roll your CN to avoid falling in.

MAGIC TRAPS

Some traps cast spells on you. Roll your WP to resist the spell.

POISON TRAPS

Some traps inflict poison like tiny needles that shoot out of locks and prick you fingers. Roll your NT to resist the poison.

Deadly Doors

At the end of the hall, 25 feet away (5 inches) is a solid looking door with iron bindings.

This is an extreme example but makes the point well, that Doors can be very deadly.

- 15 feet before the door is a thin wire that causes a door behind you to close and lock.
 Trap: (Trap=9, Hidden=6)

- 5 feet before the door is a pressure plate that releases a trap door. You fall 10 feet (2 inches) to a spiked floor.
 Fall Damage: (10 feet = 10d vs your CN rating)
 Trap: (Trap=3, Hidden=8)

- The door has a pull handle but won't budge. Roll ST vs ST to force it open.

 Hanging bells alert the guards.
 Door: (HP=22, ST=8)
 Alarm Bells: (Hidden=15)

- As the door swings open, a sharp blade swings out at your ankles. Roll your defense now!
 Trap: (Trap=9, Hidden=6, Attack roll = 8d)

- The door opens to reveal a second door 5 feet away. The new door has a square plate of steel with a key hole. The key hole is trapped with a poison dart.
 Door: (Secret=9, HP=45, ST=12)
 Trap: (Hidden=4, Trap=3, Poison=5

- The key hole was a fake. There must be another way to open the door. You cautiously feel the door. You must find the secret door (a hidden mechanism). Or you must bash the door to bits.

COMBAT INTRO

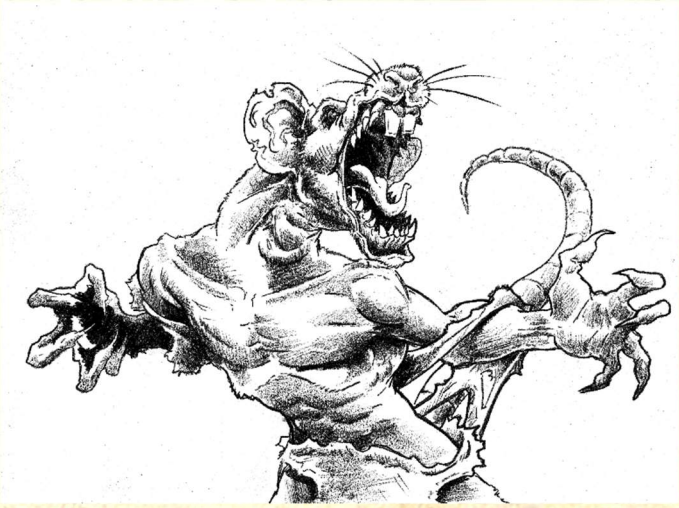
DAMAGE TYPES

The arrow passes through the skeleton.
The dark night rides a mount that breathes fire.
The icy blade chills you to the bone.
The wizard's wand shoots a bolt of lightning.

Fire, Frost, Lightning, etc.
No roll needed

- Some things have a special resistance, protection, or total immunity to a type of damage.
- Some things have a special vulnerability to a type of damage.

(See "Keywords" in the "Monster Book")



BATTLEFIELDS

SETUP A BATTLEFIELD

Before combat can begin, the battlefield needs to be defined by the Game Master (GM). Borders, exits and landmarks are typically located first. Miniatures representing the characters and monsters are then placed where the GM feels they make the most sense. A battlefield may be as simple as a small square room, or as complicated as a massive valley with trees and a river.

DISTANCES

Because battles are played out using miniatures on the tabletop, distances are often described using the word "inches". A weapon with a range of 6 inches literally translates to 6 inches on the tabletop. A ruler can be used to measure distances.

- 1 dice = 1 inch, 2 dice = 2 inches, and so forth.
- 1 inch is seen as 5 feet to the characters.

BATTLE MAPS

For those of you using a pre-printed battle map with square grids or hexes (Tiles):

- Each square grid or hex (Tile) = 1 inch.
- Only one character or monster may occupy a map tile at a time.
- Some large creatures may occupy 2 or more tiles at once.
- Some "swarms" (such as rats) move and attack as a single creature.

TURN-BASED OPTION

BRUTAL may be played as a "Turn-Based" game. Each player takes a turn and attempts all their Moves and Actions at once. Play then passes to the next player, and so on.

Initiatives

INITIATIVE BASED COMBAT

BRUTAL is meant to be played as an "Initiative-Based" game. As the GM counts down, numerous players will reach out and move their characters 1 inch at a time.

ROUNDS OF COMBAT

Battles are played out as one or more consecutive rounds of combat. Each round is further divided into 12 initiative countdowns.

GM "NEW ROUND"

The GM calls out "New Round":
Everything from the previous round ends and a new round begins. "Forgot to do something? …too bad!"

GM "FREE MOVE"

The GM calls out "Free Move":
The GM moves all monsters 1 inch first. The players may then move their characters 1 inch in response.

START OF ROUND

Some Moves and Actions include the phrase "***Start of Round***". All of these Actions happen immediately, right now, such as "Sprint", "Parry", "Battle Song" and others.

GM "NEW INITIATIVES"

The GM calls out "New Initiatives":
Your initiative is probably "1d+3p". This means you roll 1d and add +3p to it to generate a random number between 4 and 9. The highest initiative allowed is 12.

GM "COUNTING DOWN" (INITIATIVES)

The GM counts down the initiatives by calling out "12, 11 ,10, 9" and so forth. You cannot do anything until your initiative equals the GM's countdown. Once it does, you are said to be "In Play".

Moves and Actions

Once you are "In Play" you may begin attempting Moves and Actions.

- Every character and every monster has a limited number of Moves and Actions.
- You may only attempt 1 Move and 1 Action per countdown initiative.
- You may not repeat the same Action.

Random Targets

Whenever the GM needs to select a "Random Target", everyone involved must roll 2d + (CR pips). For example, if your character has a CR 4, then you roll 2d + 4p. Good or bad, the highest roll is selected.

- **CHEATERS**
 Corruption (CR) helps you when **GOOD** things happen, because you tend to cheat a lot and are good at manipulating others.
 "The treasure is mine!"

- **KARMA**
 Corruption (CR) hurts you when **BAD** things happen, because karma is a bitch, and you probably deserve it.
 "Why do all the monsters attack me?"



Colored Dice

Using colored dice makes dice pooling a lot easier.

BLUE DEFENSE (Dice Pool)

Sum your Defense (D) ratings for any and all armor you are currently using. But do not combine "Natural Defense" with "Torso armor". This is the number of dice you roll to defend yourself. Every time you are attacked, you roll your defense. Your armor will do it's best to defend you, but it would not hurt to try to dodge a bit, by adding 1 to 3 RED Combat (CB) dice.

- Defend with (0 to 3 RED CB) dice.

WHITE ATTACK (Dice Pool)

Lookup the Attack (A) rating of the weapon you are currently attacking with. This is the number of dice you attack with. You must also include at least 1 RED Combat (CB) dice, but no more than 5 RED CB dice.

- Attack with (0 to 5 RED CB) dice.

YELLOW BONUS

Any special dice granted by actions, magic, perks and such. For example, a range character might choose to use the "Aim" Action before using the "Attack" Action to gain a +1 YELLOW bonus dice. And a melee character might choose to use the "Battle Cry" Action before using the "Attack" Action to gain a +1 YELLOW bonus dice.

RED COMBAT (Rating)

These are your character's own personal Combat (CB) rating. You may add some to your defense and some to your attack.

Tips For Beginners

NON-COMBATANT

With a Combat rating (CB) of 3 or fewer you are a "non-combatant". Place all your RED CB dice into your BLUE defense pool. If you do, then you also gain +1d yellow bonus for using "All Out Defense".

- Defense Pool = (blue) + (1 to 3 red) + (1 yellow)
- Attack Pool = (white) + (0 red) = No attack!

COMBAT BEGINNER

With a Combat rating (CB) of 4 to 8 you are a "combat beginner"

- Defense Pool = (blue) + (3 red max) + (yellow's?)
- Attack Pool = (white) + (1 to 5 red) + (yellow's?)

IT IS A DANGEROUS WORLD

Some common ratings you should be aware of…

Monster	Defense	Attack
Kobold	4	3
Giant Rat	4	6
Orc	6	7
Zombie	7	9
Giant Spider	7	9
Wolf	7	9,9
Bear	7	10,10
Medusa	8	11
Troll	9	12,12
Vampire	8	12,12,12
Dragon	15	17,17,17



TIP

Multiple attacks are separated by commas.

(See "Multiple Attacks")

COMBAT MOVES

TIP

It's a really good idea to practice running through a few pretend battles by playing "Tag" until everyone grasps the "Initiative Based Countdowns".

Maybe you want to move forward and engage in melee combat. Maybe you want to move backward, take cover to shoot or cast spells. Maybe you want to run away.

Move (1 inch) "Run" (1 Move)
No roll needed

It takes 1 Move to travel 1 inch. Normally, you may move without rolling any dice. But sometimes the terrain is so difficult that the GM will require you to roll your CN vs Terrain.

- Your "Moves" are limited to 1 inch per countdown initiative.
- You may attack if you are within weapon range somewhere within your current move.
- You may Move then Attack (or Attack then Move) during the same countdown initiative.

SOME COMMON TERRAIN RATINGS

1d	Streets, Dungeon floors
3d	Grassy Fields
6d	Swamps, Jungles
9d	Riverbeds with fast flowing water

Crawl or Climb (1 inch) (2 Moves)
No roll needed

It takes 2 Moves to travel 1 inch (half speed). You are "Prone" while crawling or climbing.
(See "Prone")

Fly (1 inch) (1 Move)
No roll needed

You may "Move" about the battlefield normally. Albeit, you are 3 inches (15 feet) above the ground.

Taking flight and landing happen automatically.

Run Away (2 Actions)
No roll needed *Start of Round*

- You must yell out "Run away! Run away!" before the "Countdown Initiatives" begin.
- Your initiative is set to 12 and you automatically get to go first, but you must select an "Exit" and "Sprint" to it.
- Everyone who runs away forfeits all their XP for the current battle.

Sprint (1 Action)
Attempt with CN vs. Terrain *Start of Round*

The "Sprint" action can double your total Move. You still only move once per countdown, but each Move may be 1 or 2 inches. The "Sprint" action MUST be Attempted before you make any other Moves or Actions

- If you fail to "Sprint" your turn ends, and there is a 1 in 6 chance of "Falling Down".

(See "Falling Down")

Falling Down

You suddenly find yourself lying face down on the ground

There is no "Falling Damage" here!

- Your turn ends.
- There is a 1 in 6 chance you drop something.

(See "Prone")

Stand Up (2 Actions)
No roll needed

You use 2 "Actions" to stand up.

Quick Stand (1 Action)
Attempt with CN vs. 7d

You spring to your feet in a single action. If you fail your turn ends.



Jumps

During a battle, you might need to make a "Jump". Maybe you need to jump over something like a deep pit or a big rock. Or you want to jump up and land on something like a table.

This is NOT the same as "Overcoming Obstacles", which take place during role playing exploration.

Jump (Run) (1 Move)
No roll needed.

You "Jump" to a new location. The max distance you may travel is determined by your "LOWER" Jump (JP) rating. With (JP = 2/4) a character may jump 2 inches.

INITIATIVE COUNTDOWNS

You may only Jump once every other round, and every Jump requires 3 consecutive countdowns:

1. "Jump" = 1st Countdown
You are in the air. Use a special token or something to indicate the character is in the air.

2. "Fly" = 2nd Countdown
Move the character halfway. While in the air they suffer a -2d defense vs archers, but gain a +2d to "Look Around".

3. "Land" = 3rd Countdown
Move the character to their final destination and land. (See "Landing Attack?)

Jump (Sprint) (1 Move)
No roll needed.

After you "Sprint"

The max distance you may travel is determined by your "UPPER" Jump (JP) rating. With (JP = 2/4) a character who is Sprinting may jump 4 inches.

COMBAT ACTIONS

Attack (1 Action)
Attempt with (Attack Roll) vs (Defense Roll)

Combat is a delicate balance between "Attacking" others, while "Defending" yourself.

(ATTACKING)

- Roll WHITE dice pool + (1 to 5) RED Combat dice
- Each attack must have at least 1 RED CB dice
- Whoever rolls the highest wins.
- Ties go to the defender.
- Damage = the difference between the two rolls.

(DEFENDING)

- Roll BLUE dice Pool" + (0 to 3) RED CB dice
- Defending yourself is not a Move or an Action. And there is no limit as to how many times you may defend yourself.

ALL OUT ATTACK

You swing your weapons wildly in a berserker like fashion.

When you use none of your RED CB dice to defend yourself, then you get a YELLOW bonus dice to all your attack rolls

ALL OUT DEFENSE

You hold back and try your best to stay alive.

When you use none of your RED CB dice to attack others, then you get a YELLOW bonus dice to all your defense rolls.

Aim (1 Action)
No roll needed.

You stop moving for a few seconds and focus on your target.

You gain a YELOW +1d bonus to your first range attack.

Blind Fighting (1 Action)
Attempt with NT vs. NT

You stop and listen. Then you hear the scuff of their feet, and swing!

You successfully remove the penalties for the remainder of this round, and all of the next round.

Battle Cry (1 Action)
No roll needed.

You let out a mighty roar in the heat of battle.

You gain a YELOW +1d bonus to your first melee attack.

Battle Song (2 Actions)
No roll needed. *Start of Round*

You sing epic battle songs. It requires both your actions for as many rounds as you keep singing. You may not attack, but all your friends within 24 inches gain a benefit.

They gain a YELOW +1d attack bonus to all their attacks. Or +2d if you have the "Bard" perk.

Two or more characters singing Battle Songs at the same time may not combine their benefits but you might manage to reach a larger audience.

Drink a potion (1 Action)
No roll needed.

You may drink a potion, assuming you are holding the potion in your hand.

(See "Exchange Items")

Escape (2 Actions)
Attempt with (ST or CN) vs. (Special)

You are held fast in a giant spider web.

It takes two actions each round to attempt one escape roll. You may roll your Strength ST or your Coordination CN. Your choice.

(SPECIAL)

- Knots: CN of she who tied the knots
- Ropes: ST of 7 for standard rope
- Chains: ST of 12 for standard chain
- Nets: CN of 7 for standard net
- Whip: CN of 7 for standard net
- Webs: ST 15 for giant spider web
- Held: ST of the one who is holding you

Exchange items (1 Action)
No roll needed.

You may swap something held and used, for something else you are carrying.

Feign Death (Play Dead) (2 Actions)
No roll needed.

You lay still and hope everyone thinks you are dead.

Good luck with that – LOL

Frighten (1 Action)
Attempt with (Attack Roll) vs. (Defense Roll + WP)

You growl, scream, make ugly faces to frighten off your opponents

All opponents within 5 inches. Frighten causes no real damage.

- Intimidate = Exploring
- Frighten = Fighting

(See "Frightened")

Parry (1 Action)
No roll needed. *Start of Round*

Any weapon that has "Parry" in their weapon description may be used to defend yourself, while you are still attacking others.

Parry only works against melee attacks.

Magically enchanted weapons apply their YELLOW bonus die to both Attacks, AND Parries.

Take Cover (1 Action)
No roll needed. *Start of Round*

When you get behind a tree, stone, table, etc. you gain a YELLOW +1d defense bonus against ranged weapons.

Wait for It. (1 or 2 Actions)
No roll needed.

Your turn ends, but you gain an additional bonus to your initiative, at the start of next round.

1 Action gets you a +2p
2 Actions get you a +4p
3 Actions get you a +6p
4 Actions get you a +8p

Fighting Dirty

Nudge (1 Action)
Attempt with CR vs. CN

You touch and move an opponent 1 inch in a direction of your choosing.

- Nudge someone off a balcony, down a flight of stairs, or into a fire pit.
- Nudge someone between you and a monster.
- Nudge someone back when running away to cut in front of them.

Taunt (1 Action)
Attempt with CR vs. WP x2 (Range12 inches)

You insult and aggravate a single opponent. As soon as they are "In Play", they will then try to move and attack you with a melee attack.

Trip (1 Action)
Attempt with CR vs. CN

You cause a moving target who is next to you, to fall over and possibly drop something.
(See "Falling Down")

Sneak Attack (aka "Back Stab") (1 Action)
Attempt with CN vs. NT

A "Sneak Attack" is simply a matter of using a normal "Attack" Action at the end of a 1 or more "Sneak" moves, from a hidden location.

- You gain a YELLOW +2d bonus to your first attack, and x2 damage.

Landing Attack

You swoop down from above and gain a HUGE advantage as you land and attack your opponent.

Landing Attack (1 Action)
No roll needed.

A "Landing Attack" is simply a matter of using a normal "Attack" Action at the end of a "Jump" Move.

- You must land in an empty location within range of your melee attack.
- If you jump or fly **3 inches** or more, then you gain a YELLOW +2d bonus to your first attack.
- If you jump or fly **5 inches** or more, then you gain +2d bonus and x2 damage (if there is any).



IMPACT

Impact (1 Action)
Attempt with ST vs. CN

(ATTACK)

- You must wield a two-handed blunt weapon
- You must be bigger (Size (SZ) rating)
- You must first successfully hit and cause damage

(IMPACT)

- You immediately (same countdown) attempt to use a second action to knock your opponent backwards causing them to instantly "Stumble" backwards 2 to 4 (1d3+1p) inches.

(OPPONENT FALLS DOWN?)

- There is a 1 in 6 chance that your opponent "Falls Down".

(EXTRA DAMAGE "CRUSHING BLOW")

- If you opponent stumbles back into a solid wall, tree, large rock, etc. they automatically suffer an additional 2 to 7 (1d + 1p) of damage.

(See "Falling Down")
(See "Prone")

MULTIPLE ATTACKS

M2 WEAPONS

Any weapon that has "M2" in their weapon description may be used to attack once (or twice) per round. Many of these are two-handed weapons.

(2 attacks with 1 weapon)

WIELD ANY TWO WEAPONS AT ONCE

Another way is to wield 2 weapons. This requires a CB and CN or 10 or higher.

(2 attacks with 2 weapons)

MAX OF 4 ATTACKS

Wield two weapons where each is a one-handed "M2" weapon.

(4 attacks with 2 weapons)

- Multiple Attacks only count as 1 Action.
- Roll each attack separately.
- Only one attack per countdown initiative
- Each attack needs at least 1 RED CB dice

(ADVANTAGE)
Multiple attacks can be used to attack multiple opponents.

Your YELLOW Bonus dice can be used multiple times.

(DISADVANTAGE)
One really good swing tends to do better than a lot of bad swings

Multiple Weapons

You MUST have a Combat (CB) rating and a Coordination (CN) rating of 10 or higher.

You gain a +1 YELLOW bonus to all your WHITE attack dice pools.

If both weapons can "Parry" then a single "Parry" action works for both weapons and provides a double defense bonus.
(See "Parry")

TIP

A Tundra with the "Two Weapon Bonus" character race improvement, is naturally proficient at wielding two weapons. They do not need a CB and CN = 10 or higher. But if they do, then it adds as an additional bonus to each attack.



Unarmed Combat

You want to fight with no weapons like a kung-fu master. Besides weapons are costly and can be lost.

Empty Hands Defense	(Free)
No roll needed.	(Empty Hands)

- You gain a YELLOW +1d bonus to all your BLUE defense dice pools.

1-2-3-4 Punch	(1 Action)
No roll needed.	(Empty Hands)

Your fist attacks may ALL be unleased on a single target, in a single countdown initiative.

Your hands are empty, but your fists are considered "M2" weapons.

(See Multiple Attacks")
(See "Multiple Weapons")

Flying Kick	(1 Action)
Attempt with ST vs. CN	

Combined with a "Landing Attack", Your circle kick might cause your target to stumble back.

(See "Impact")

Circle Kick	(2 Action)
Attempt with ST vs. CN	

Your circle kick might cause your target to stumble back. No "Landing Attack" is needed, but this does use 2 Actions.

(See "Impact")

Hold	(2 Actions)
Attempt with ST vs. (ST or CN)	(Empty Hands!)

You attempt to grab and hold a creature. Once "Held" you must use (1 Action) each round to maintain your hold. You may release the target at any time, no action is required.

(See "Raking Claws")
(See "Held")
(See "Escape")

Raking Claws	(1 Action)
No roll needed.	(Empty Hands)

After a successful "Hold", while your opponent is still "Held", you make rake your feet/claws 1 per round.

- You gain a YELLOW +2d bonus to all your claw attacks, and x2 damage.



HEALING

After the battle, you tend to the wounds of yourself and the others who are too hurt to help themselves. And now (with no potions of healing) all you can do is rest up.

Bind Wounds	(3/day)
No roll needed.	

You may receive "Bind Wounds" only 3/day to regain 2 to 7 (1d+1p) Hit Points (HP)

- Bind wounds does not work on characters and creatures who naturally regenerate, such as Half-Trolls.
- Bind Wounds does not work on you if you are poisoned.

Resting
No roll needed.

Lost "Hit Points" (HP) recover at a rate of 1 point every 4 hours, or 6 points for every day spent resting.

- Resting may never be used to raise your current HP above your maximum HP rating.
- Resting does not work on characters and creatures who naturally regenerate, such as Half-Trolls.
- Resting does not work on you if you are poisoned.

Healing Potions
No roll needed.

Healing potions cure 2 to 7 (1d+1p) Hit points (HP)

- If unconscious, a friend may pour the potion in your mouth for you.
- Healing potions will neutralize all poisons

Character Conditions

BLINDED

You are in a dark place with no "Dark Vision. Or you are in magical darkness. Or you lost your sight.

- You suffer a -2d Penalty to all your Attack rolls
- You suffer a -2d Penalty to all your Defense rolls

DRUNK

You drank too much beer.

- You get a +3d bonus to all "Willpower" rolls
- Your "Free Move" is always in a random direction

FRIGHTENED

The big ugly monster looks too scary to fight. Or the bleeding tree should be left alone.

- You cannot approach for 2 to 7 (1d+1p) rounds
- You must TRY to stay back a distance of 3 inches

HELD

You are held fast by magic, rope, a giant's fist, etc. Before you may Move, you must first "Escape".

- You get no "Free Move"
- Your "Move" (MV) rating = 0

PARALYZED

You are awake. But you lay "Prone" and cannot "Move". You can be easily robbed or killed by anyone who passes by.

- You get no "Free Move"
- Your CB=0

PETRIFIED

You (and all your non-magical gear) are transmuted into stone. The reverse of the "Petrify" spell will revive you.

- You are unaware of the passage of time
- If revived, all broken limbs are lost
- If your head or torso is damaged or missing, then you are dead

POISONED

You drank a bad potion, ate spoiled meat, etc. You must receive a healing spell or drink a healing potion to cure any poison.

- "Binding Wounds" and "Resting" do not help.

PRONE

You lay flat on your back, or some other non-defensible position. You must "Stand Up" (2 Actions) or attempt a "Quick Stand" (1 Action)

- You get no "Free Move"
- Your "Move" (MV) rating = 0
- Your "Combat" (CB) rating = 0

SLEEPING

You are "Prone" and "Unconscious" It takes 1 round to wake up, then you must "Stand Up" (2 Actions) or attempt a "Quick Stand" (1 Action)

- You get no "Free Move"
- Your "Move" (MV) rating = 0
- Your "Combat" (CB) rating = 0

SURPRISED

You were "Startled".

- You are free to Move and defend yourself.
- However, you may not attack this round.

MATURE RULES

These **OPTIONAL** rules may be added to the game to make your adventure's disgusting, sick and twisted. Some of these BRUTAL rules may not be suitable for all players. Feel free to include or exclude these rules as you see fit.

DISEASE

FEVERISH TICK WORMS
Disease Rating = 6d

Severe aching of the mind accompanied with hundreds of skin sores that swell first then burst to reveal tiny squirmy worm like growths that cover the body and appear to be worm-like parasites but are in fact a mutated hair follicles.

DIARRHEA AND FLATULENCE
Disease Rating = 9d

Occasional farting and intermittent loss of bowels causing embarrassing moments and loud noises making it impossible to attempt the hide and sneak actions for (1d +1p) days.

Resist Disease
Resist with NT vs. Disease

You get bit by a diseased rat, rabid dog, etc.
(Default rating = 6d)

Cure Disease

(See "Heal" spell)

GORE

DISEMBOWELED
Gore Rating = 7d

You witness the beast as it pulls the head and spinal cord out of its latest victim. You must resist Gore, or gag and spit uncontrollably for (1d +1p) rounds.

ZOMBIES
Gore Rating = 7d

No one is safe from the flesh eating zombie hordes. You fight them off for a while, then someone you know is overpowered and gets dragged down to the ground. Her screams for help go unanswered as the zombies begin to feed on her living flesh. There is nothing anyone can do to save her. Your eyes meet hers as her head is bent back so far that her bones break, and rip upward through the thin skin of her neck. You must resist Gore and use the feeding frenzy as an opportunity to escape.

CANNIBALISM
Gore Rating = 9d
As the savage creatures are killed in battle, other creatures stop attacking you and begin to feed upon their own dead friends and family members. You see them rip off the hard outer shells of their own deceased and ravenously slurp on the juicy wet inner muscles and veins. You must resist Gore and use the feeding frenzy as an opportunity to escape.

Resist Gore
Resist with WP vs. Gore

You do your best to stomach a disgusting site without losing your lunch.
(Default rating = 6d)

Horror

Dripping Blood
Horror Rating = 6d

A tree is slowly bleeding Human blood. The dripping blood forms a muddy puddle on the ground. There's something scratched into the bark of the tree but you must resist the Horror to approach close enough to read it.

Medusa
Horror Rating = 6d

A woman's head is covered with living snakes that squirm about hissing and biting. If you catch a glimpse of her hideousness you must resist the Horror to avoid turning to stone, and even if you do resist the Horror, they are still forced to look away.

Dragon
Horror Rating = 9d

As the Dragon swoops by far overhead, the panicked villagers scatter to the four winds. You must resist the Horror or flee as fast as they can in a random direction for 2d rounds.

Resist Horror
Resist with WP vs. Horror

You must be courageous and not reveal any weakness.
(Default rating = 7d)

Insanity

Head Trauma & I Am A Chicken
Insanity Rating = 5d

You receive a severe bump on the head. Suddenly you believe you are a chicken (or another harmless farm animal). This last until you receive a heal spell or healing potion.

Guilt & Hallucinations
Insanity Rating = 7d

You lose someone you were looking after. The guilt builds up inside you. You keep seeing the "ghost" of the one they failed to protect, and the ghost gives you random advice. This last until you receive a heal spell or healing potion.

Melancholy & End Of The World
Insanity Rating = 9d

You see a demon, a horde of zombies, or some impossible threat and just gives up. You believe the end of the world is coming. You stop fighting, make signs, and try to warn others. This last until you receive a heal spell or healing potion.

Resist Insanity
Resist with IN vs. Insanity

You struggle to deal with an earthshattering life experience.
(Default rating = 7d)

Pain

Fighting Someone Wielding A Whip
Pain Rating = 7d

Your opponent wields a whip. You've seen it in action and it appears quite harmless compared to your sword that can literally slice off hunks of flesh, …and then you get hit by the whip and feel it's sting across your flesh! Your mind struggles to comprehend the pain. How can it possibly hurt so much?! You must resist the Pain or be "Frightened".

Run Bare Foot Through Broken Glass
Pain Rating = 7d

The monster is coming, and all who stay will surely die, but your only escape is to run barefoot through broken glass. You know it's your only chance, but as you take your first step and feel the painful shards pierce your feet. You instinctively step back. Can your mind focus long enough to resist the pain and escape? You must resist the Pain in order to escape over the broken glass.

Resist Pain
Resist with WP vs. Pain

You do your best to endure a particularly painful physical torment. Pain can be crippling and those who suffer too much may fall to the grounds helpless.
(Default rating = 7d)

Poison

TIP
Generically speaking (Not using the Mature rules), all poisons are the same, and make it so you no longer regain lost Hit Points (HP) from Resting and Binding Wounds.

Iodine
Poison Rating = 6d

Your lips and tongue turn black, your face becomes very pale and your pupils dilate. You suffer great weakness and fall unconscious in 2 to 12 minutes.

Digitalis
Poison Rating = 9d

Severe nausea, vertigo, fatigue, dilated pupils cause the loss of sight (blindness) for twenty-four hours or until the Poison is "Cured"

Detect Poison
Resist with NT vs. Poison

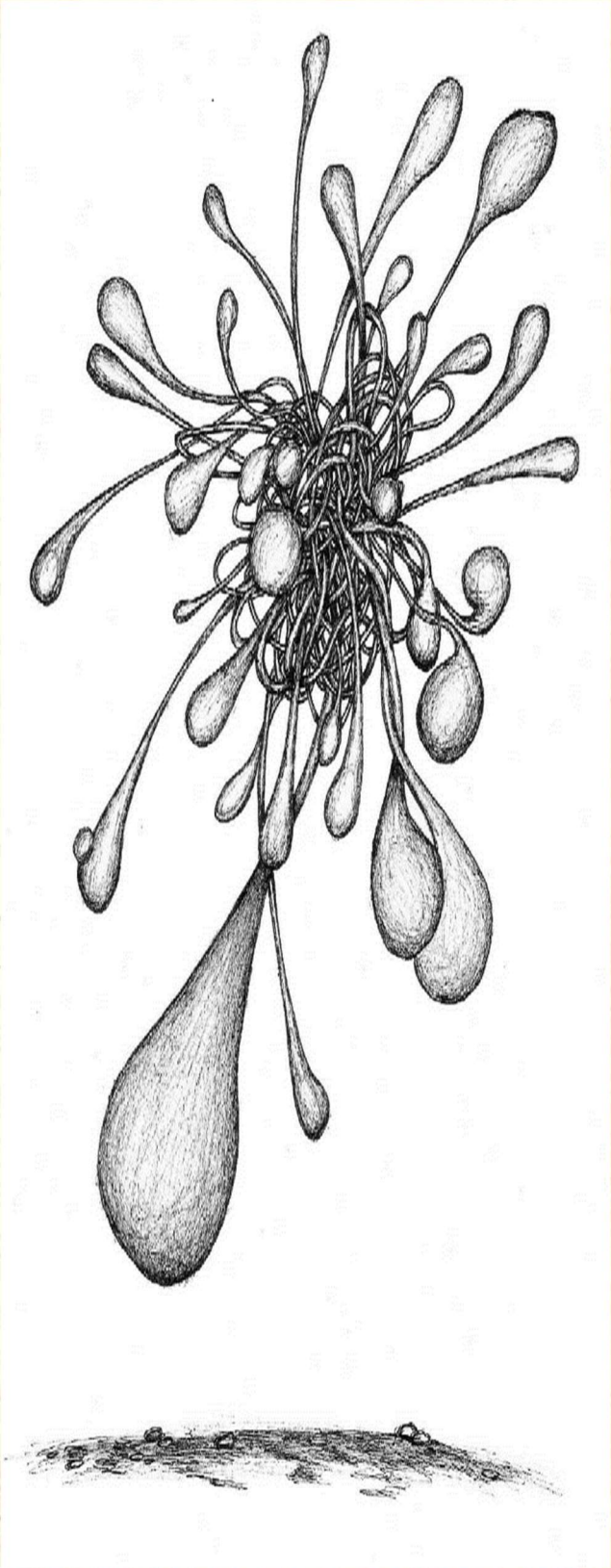
Success indicates a knowledge of the poison as well as the necessary components to neutralize the poison.
(Default rating = 7d)

Neutralize Poison

You must "Neutralize" the poison before touching or ingesting it.
(See "Heal" spell)

Cure Poison

The only way to cure poison is to drink a potion of healing or receive a heal spell.
(See "Heal" spell)





SPELL GLYPHS

In order to cast magic in BRUTAL you must improve your “Intellect” (IN) and “Magic” (MG) ratings to be able to “Find” and “Identify” some “Spell Glyphs”.

TIP

“Spell Glyphs” are very rare, and extremely difficult to copy or share.

Characters cast spells by reading Spell Glyphs out loud in an attempt to evoke the magic contained within spell glyph. “Reading a Spell Glyph” can take a long time. A spell with a rating of 6d requires 6 consecutive uninterrupted rounds.

Spell glyphs cannot be memorized. The objects they are found on must be carried around by the characters.

Spell Actions

Detect Magic (1 Action)
Attempt with MG vs. 7d (Range 12")

You check to see if an item is magical, or if any spells are currently in effect within 12 inches.

Dispel Magic (1 Action)
Attempt with MG vs. MG

You try to stop (or temporarily suppress) an ongoing spell effect. You roll against the Magic (MG) rating of the original caster, when they cast the spell.
(default = 9)

Find Spell Glyph (1 Action)
Attempt with IN vs. Hidden

Spell Glyphs are often hidden.
(See "Quick Search")

Identify Spell Glyph (1 Action)
Attempt with MG vs. Spell Rating

Only available AFTER a new spell glyph is found.

You try to identify an unknown spell glyph. Once successful, the meaning of that Spell Glyph is forever known to you. You now (and forever) know that spell, no matter where else it is found.

If you fail, you may wait an entire day, get some rest, and try again tomorrow.

Another option is to use your saved XP to improve you Magic (MG) rating, then you may try again immediately.

Read a Spell Glyph (Multiple Rounds)
Attempt with MG vs. Spell rating

You MUST "Read" a "Spell Glyph" in order to release its magical power.

- You must find and Identify it first.
- You must have it in your possession.
- You must read it out loud.
- While reading, you may attempt no Moves or Actions

MULTIPLE ROUNDS

All "Spell Glyphs" have a "Spell" rating. The more complicated a spell glyph is, the longer it takes to read it:

- A 4d spell glyph requires 4 rounds.
- A 6d spell glyph requires 6 rounds.
- An 8d spell glyph requires 8 rounds.

And so on.

You must wait until after reading the entire "Spell Glyph" BEFORE you roll your Magic (MG) rating vs. the spell's rating. You must roll higher, or the spell fails and fizzles out.

SPEED READING

You "Speed Read" by reducing rounds needed in exchange for an equal increase in difficulty.

- To reduce rounds by one (-1) you must increase difficult by one (+1) as well.

- To reduce rounds by one (-2) you must increase difficult by one (+2) as well.

And so on…

- You can NOT reverse this process by taking more time to make reading easier.

Spell List

This list in no way represents all the Spell Glyphs possible. Authors of adventures are encouraged to create their own new Spell Glyphs.

(♣ = Reversible)

1-D GLYPH SPELLS

- Alarm
- Bless
- Blinding Light
- Coordination ♣
- Courage ♣
- Dig
- Enchant an Item
- Enlarge ♣
- Heal
- Jump
- Magic Key
- Mage Lock
- Shadowy Darkness
- Shield
- Spell Arrow
- Spy Hole
- Stack Coins
- Stone Shape
- Strength ♣
- Whisper

2-D GLYPH SPELLS

- Catch Giant Stones
- Choking Cloud
- Dark Vision
- Darkness
- Fly
- Levitate
- Push
- Ray of Healing
- Shock
- Silence
- Throw Giant Stones
- Water Breathing
- Webbing
- Wizard Eye

4-D GLYPH SPELLS

- Animate Dead
- Appear Undead
- Command Undead
- Destroy Undead
- Find Secret Doors
- Invisibility
- Scry
- Silent Alarm
- Sleep
- Speak with Dead
- Throw Weapon
- True Vision

6-D GLYPH SPELLS

- Animate Object
- Divine Light
- Fireball
- Gentle Sleep
- Grenn's Arrow Trap
- Grenn's Shifting Wall
- Hold
- Ice Storm
- Insect Swarm
- Lightning Bolt
- Necrotic Tentacles
- Rage
- Shadow Step
- Wall of Fire

8-D GLYPH SPELLS

- Curse ♣
- Haste ♣
- Permanency
- Petrify ♣
- Resist Fire
- Resist Frost
- Resist Lightning
- Resist Necrotic
- Restore Lost Limb
- Rock to Mud ♣
- Shadow Form
- Shadow Shackles
- Teleport

10-D GLYPH SPELLS

- Death
- Falling Rocks
- Earthquake
- Gate
- Insignificant
- Polymorph ♣

18-D GLYPH SPELLS

- Auto-cast a Spell Glyph
- Copy a Spell Glyph



Alarm

Rating: 1d Range: Touch
Duration: 24 Hours Resist: None

Create an unseen magic bell that rings loudly whenever an intruder enters the area. The alarm can be heard up to 10 inches (50 feet) away.

Animate Dead

Rating: 4d Range: 12 Inches
Duration: Permanent Resist: None

Cause all corpses (with their heads still attached) to come to life as undead monsters. Corpses of creatures who died within the past 24 hours and are now buried under the ground will become Ghouls. Corpses of creatures who died within the past 24 hours and are above the ground will become Zombies. All other corpses become Skeletons.

- "SKULLS"
 Any manufactured creature made from bones, wire, rope, etc. can be animated as a Skeleton as long as you give it one or more skulls.

Animate Object

Rating: 6d Range: Touch
Duration: 1 Hour Resist: None

Imbue an inanimate object with life. They begin life with an Intellect (IN) rating = 3. All other ratings are set to = 1 accept where previously noted, such as the Strength (ST) rating of a door.

Appear Undead

Rating: 4d Range: Touch
Duration: 1 Hour Resist: None

Make a living character appear as a Zombie. Only Skeletons, Ghouls and Zombies are fooled.

Auto-Cast a Spell Glyph

Rating: 18d Range: Touch
Duration: Permanent Resist: None

Update any spell glyph with a simple activation method defined by the caster

- The "Auto-Cast" spell glyph cannot be used to Auto-cast itself.
- You MUST "Find" and "Identify" a spell glyph before you may add an auto-cast to it.
- You MUST have already copied the spell glyph to the item you are making.
- You cannot restrict "WHO" can use it,
- Each auto-cast only works three times per day (3/day). But you may create magic items with multiple auto-casts.
- Regardless as to who activates the auto-cast, it works as if cast by a MG=9d or at the MG rating of the character using it, whichever is higher.

Each auto-cast may use its own secret activation method using any combination of keywords and/or gestures:

- Say "Open Sesame"
- Put the ring on
- Rub the lamp
- Walk through the door
- Point the wand and say "Zap"

The cost to add auto-cast is the permanent sacrifice of one Life Force (LF) rating, either the caster, or a willing donor.

To learn the activation words and/or gestures, all you need to do is roll your Magic (MG) rating vs. 9d

Bless

Rating: 1d Range: Touch
Duration: Permanent Resist: None

Imbue a water skin (holy water) or oil skin (holy oil) with divine power over the undead.
(See "Splash Weapons")

Blinding Light

Rating: 1d Range: 6 Inches
Duration: 1 Hour Resist: Willpower

Inflict blindness for 2 to 7 (1d +1p) rounds. Or Imbue an inanimate object with magical light equal to a standard lantern for one hour.
(See "Blind Fighting")

Catch Giant Stones

Rating: 2d Range: Touch
Duration: 10 Rounds Resist: None

Imbue a +3d to your ST roll to safely catch one large stone every round, even if they were thrown by a giant or shot from a catapult.

Choking Cloud

Rating: 2d Range: 12 Inches to center
Duration: 10 rounds Resist: Willpower

Fill a 5x5 inch (25x25 foot) area with a thick green choking cloud causing everyone who remains in the cloud to suffers 2 to 7 (1d+1p) Hit Points (HP) each round.

Command Undead

Rating: 4d Range: 12 Inches
Duration: N/A Resist: None

Give orders to all Skeletons, Skulls, Ghouls and Zombies within range. These new orders replace any existing orders but must be kept to ten words or less. If they already have commands from another caster, then you must roll your MG vs the previous caster's MG in order to override them. (default = 9d)

Coordination (Reversible)

Rating: 1d Range: 6 Inches
Duration: 10 Rounds Resist: Willpower

Provide a +2d Bonus to Coordination. The reverse of this spell "Clumsy" inflicts a -2d Penalty.



Copy a Spell Glyph

Rating: 18d Range: Touch
Duration: Permanent Resist: None

- You MUST have the spell glyph you want to copy, in your possession.
- The "Copy Spell Glyph" spell glyph cannot be used to copy itself.
- The "Copy Glyph" is not just a simple matter of drawing what you see. An artist, or engineer cannot simple look at it and recreate it. There is a mystical element to the spell glyph.
- The new copy of the spell glyph may be given a Hidden rating that may be any number equal to your Intellect (IN) rating or less.
- A physical means of recording the new copy must be provided: carving into wood, writing with ink on a scroll, etc.
- The original spell glyph is not harmed.
- The cost to copy a spell glyph is measured in "Experience Points" (XP) earned by going on adventures, but not yet used to improve your character. It cost 3 XP per rating, so to copy a 5d spell glyph would cost 3 x 5 = 15 XP.
- The "Copy Glyph" may be used to tattoo living flesh as a read-only spell glyphs. "Enchant Item" and "Auto-cast" may not be used on living flesh.

Courage (Reversible)

Rating: 1d Range: 6 Inches
Duration: 10 Rounds Resist: Willpower

Provide a +2d Bonus to Willpower. The reverse of this spell "Cowardice" inflicts a -2d Penalty.

Curse (Reversible)

Rating: 8d Range: Touch
Duration: N/A Resist: Willpower

Attempt to inflict someone with one of the following curses (or make up one of your own). The reverse of this spell "Remove Curse" removes all curses from a single character.

Amnesia Causes a character to believe they are someone or something else as defined by the caster such as, "You are a chicken!"

Quest Causes a character to retrieve a specific object or complete a specific task as defined by the caster, such as, "Stay here and guard this room for me."

Sleep Causes a character to fall into a deep sleep until kissed.

Vampire Causes a character to Believe they are a vampire. They will shun the light and bite rats as they learn to adapt to the night life.

Giant Causes a character to continuously grow in Size (1/day)

Tongues Causes a character to not understand or be understood

Dark Vision

Rating: 2d Range: Touch
Duration: 1 Hour Resist: None

Imbue the ability to see in the dark.
Dark Vision (DV) rating = 6d

Darkness

Rating: 2d Range: 12 inches
Duration: 24 Hours Resist: None

Fill a 5x5 inch (25x25 foot) area with magical darkness

Dig

Rating: 1d Range: Touch
Duration: Permanent Resist: None

Move 5-inch cube of dirt or loose stone

Death

Rating: 10d Range: Variable
Duration: N/A Resist: Willpower

Cause damage and hopefully kill one or more creatures. Resist for half damage. The caster must choose one of the following methods before starting to read the spell glyph:

- Cause 2 to 7 (1d+1p) points of instant damage to all creatures within a 3x3 inch (15x15 foot) area up to 12 inches away.
- Cause 3 to 13 (2d+1p) points of instant damage to all creatures within a 2x2 inch (10x10 foot) area up to 6 inches away.
- Cause 4 to 19 (3d+1p) points of instant Damage to a single creature by touch.

Destroy Undead

Rating: 4d Range: 12 Inches to center
Duration: N/A Resist: Willpower

Fill a 5x5 inch (25x25 foot square) area with a divine light that might cause all Skeletons, Ghouls and Zombies within range to immediately turn to dust.

- Identify all in the area who might be affected.
- Sort them by Hit Points (HP) remaining.
- Total points = Magic (MG) rating of the caster

Starting with the lowest HP, each potential target in turn attempts to resist the spell. Either way, subtract their HP from the MG Points remaining, then move on to the next potential target.

Divine light

Rating: 6d Range: 12 Inches to center
Duration: N/A Resist: Defense Roll

Fill a 5x5 inch (25x25 foot) area with holy light causing a divine attack roll equal to half the caster's Magic (MG) rating (round down). All undead must roll their defense dice immediately.

Earthquake

Rating: 10d Range: 18 Inches to center
Duration: 10 Rounds Resist: None

Fill a 12x12 inch (60x60 foot) area with a shaking ground that cracks open. All creatures, buildings, walls, bridges, and other similar structures in the area suffer a 10d Attack Roll each round they remain in the area. Everything that falls below 0 Hit Points (HP) Is swallowed up.
(See "Siege Weapons")

Enchant an Item

Rating: 1d Range: Touch
Duration: 1 Hour Resist: None

Imbue a weapon or armor with a +1d Bonus.

Enlarge (Reversible)

Rating: 1d Range: 6 Inches
Duration: 10 Rounds Resist: Willpower

Provide a +2d Bonus to Size. The reverse of this spell "Shrink" inflicts a-2d Penalty to Size.

Falling Rocks

Rating: 10d Range: 12 Inches to center
Duration: 10 rounds Resist: Defense Roll

Fill a 5x5 inch (25x25 foot) area with magically appearing and falling rocks that randomly strike those within the area of the spell. Every round a creature remains in the spell area,
They must roll a d6.

- 1-3 = Small rubble causes 1 point of damage
- 4-5 = Hit by a small to medium rock for 2 to 7 (1d+1p) points of damage.
- 6 = Struck by a large to massive stone for 3 to 13 (2d+1p) points of damage.

Once a rock falls and hits the ground, it turns to dust and fades away. No rock piles ever develop.

Find Secret Door

Rating: 4d Range: 3 Inches
Duration: 5 Rounds Resist: None

You see any and all mechanical (non-magical) hidden, concealed, secret doors within 6 inches.

Fire Ball

Rating: 6d Range: 12 Inches to center
Duration: N/A Resist: Defense Roll

Fill a 5x5 inch (25x25 foot) area with exploding fire causing an attack roll equal to half the caster's Magic (MG) rating (round down). Everyone in the area needs to roll their defense dice immediately.

Fly

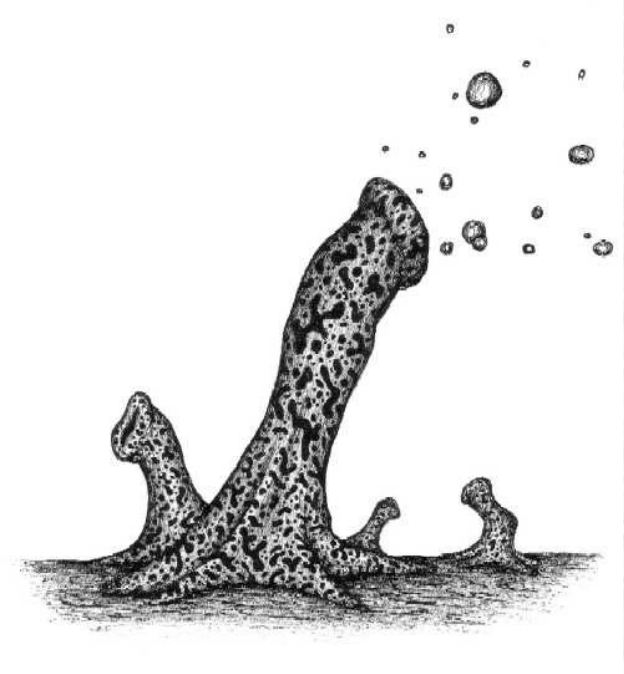
Rating: 8d Range: Touch
Duration: 1 Hour Resist: None

Imbue the ability to fly as a Warrior Fly. If they are not safely on the ground at the end of the spell, they will fall and may likely suffer Damage.

Gate

Rating: 10d Range: 100 Miles
Duration: 1 Hour Resist: None

Creates a magical portal (or doorway) from your current location to a well known location.



Gentle Sleep

Rating: 6d Range: Touch
Duration: Permanent Resist: None

Place someone into a sweet gentle sleep where time does not pass for them. Whatever ails them such as hunger or poison, can be temporarily avoided.

Grenn's Arrow Trap

Rating: 6d Range: Touch
Duration: Permanent Resist: None

Create a magical trap that looks like an ordinary door. However, the door is fake and cannot be opened. By merely touching the door a magical arrow is created and shot out of any nearby wall within 6 inches (30 feet), chosen by the caster. The first character in the path of the arrow is attacked with an attack roll equal to half the caster's magic (MG) rating (round down). The target must immediately roll their defense.

Grenn's Shifting Wall

Rating: 6d Range: Touch
Duration: Permanent Resist: None

Cause a 1x3 inch (5x15 feet) stone wall to rotate about its axis, or slide to-and-fro at regular intervals

Haste (Reversible)

Rating: 8d Range: 6 inches
Duration: 10 Rounds Resist: Willpower

Imbue with a +2" Bonus to movement, and +2p Bonus to initiative. The reverse of this spell "Slow" reduces their movement down to 1" and applies a -1p initiative penalty.

Heal

Rating: 1d Range: Touch
Duration: N/A Resist: None

Cure disease, neutralize poison, and restore 2 to 7 (1d+1p) lost Hit Points (HP).

Hold

Rating: 6d Range: 12 inches to center
Duration: N/A Resist: WP

The person is held fast by slime, web force, chains, etc. and must escape using Strength (ST) or Coordination (CN)
(See "Escape")

Ice Storm

Rating: 6d Range: 12 Inches to center
Duration: N/A Resist: Defense Roll

Fill a 5x5 inch (25x25 foot) area with freezing frost causing an attack roll equal to half the caster's Magic (MG) rating (round down). Everyone in the area needs to roll their defense dice immediately.

Insect Swarm

Rating: 6d Range: 12 Inches to center
Duration: N/A Resist: Defense Roll

Fill a 5x5 inch (25x25 foot) area with biting locus and stinging wasps causing an attack roll equal to half the caster's Magic (MG) rating (round down). Everyone in the area needs to roll their defense dice immediately.

Insignificant

Rating 10d Range 12 inches to center
Duration 1 Hour Resist None

Fill a 12x12 inch (60x60 foot) area with or imbue a person or thing with a magical aura, such that when looked upon by others, they will appear to be nothing of value or interest.

Invisibility

Rating: 4d Range: Touch
Duration: 10 Rounds Resist: None

You vanish and cannot be seen, but you can still be heard so you must "Sneak" in order to move about. The invisible benefits are lost as soon as you fail to "Sneak" or if you attempt to "Attack" someone (even if you miss).

Characters and Monsters ...
Hide in plain sight = 7d
Hide "Bonus" = CN + 7d
Sneak "Bonus" = CN + 7d

Hidden Traps, Secret Doors ...
"Bonus" = Hidden + 7d

(See "Hidden")
(See "Searching")

(See "Look Around")
(See "Sneak Attack")

Jump

Rating: 1d Range: Touch
Duration: N/A Resist: None

Provides a +3 inch (15 feet) bonus to your next jump.

Levitate

Rating: 2d Range: Touch
Duration: 10 Minutes Resist: Willpower

Make an individual or inanimate object float up or down at the will of the caster.

Lightning Bolt

Rating: 6d Range: 12 Inches
Duration: N/A Resist: Defense Roll

Create and throw a bolt of electric energy. The lightning fills a 1x12 inch (5x80 foot) area with an attack roll equal to half the caster's Magic (MG) rating (round down). Everyone in the area needs to roll their defense dice immediately.

Magic Key

Rating: 1d Range: Touch
Duration: N/A Resist: Lock

Imbue the ability to "Pick Locks" as a thief but using Magic (MG) rating instead of Coordination (CN) and without requiring or using a "Lock Pick Kit".



Mage Lock

Rating: 1d Range: Touch
Duration: Permanent Resist: None

Magically "Close and Lock" a door, a book, a chest, a drawer, etc. A mage lock has no mechanics so "Pick Locks" and "Magic Key" have no effect. The original caster may open their own Mage Locked items at any time. You must use "Dispel Magic" to open it.

Necrotic Tentacles

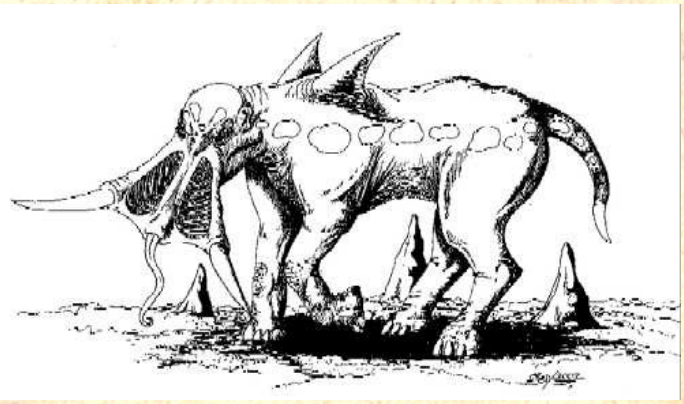
Rating: 6d Range: 12 Inches to center
Duration: N/A Resist: Defense Roll

Fill a 5x5 inch (25x25 foot) area with black squirming tentacles causing an attack roll equal to half the caster's Magic (MG) rating (round down). Everyone in the area needs to roll their defense dice immediately.

Permanency

Rating: 8d Range: Touch
Duration: Permanent Resist: None

Extend the duration of a spell already in effect by casting this spell.



Petrify (Reversible)

Rating: 8d Range: Touch
Duration: Permanent Resist: Willpower

Transmute living flesh into stone. The reverse of this spell "Un-Petrify transmutes a petrified character (or monster) back into living flesh.

Polymorph (Reversible)

Rating: 10d Range: Touch
Duration: 24 Hours Resist: Willpower

Physically transform a living thing, into another living thing of similar size. The reverse of this spell "True Form" returns them back to their normal state.

Push

Rating: 2d Range: 12 Inches
Duration: N/A Resist: Willpower

Create a wave of force capable of pushing a total number of points (Size + Inches) equal to the caster's Magic (MG) rating.

With a MG=15, you could push 3 humans 2 inches

If you are pushed, there is a 1 in 6 chance of Falling Down.

If you fall down, there is a 1 in 6 chance you drop something.

Rage

Rating: 6d Range: 12 Inches
Duration: 5 Rounds Resist: Willpower

Cause a single character or monster to be filled with Rage:

- +2p Initiative
- +2" Move
- +3d All Attack Rolls
- Immune to fear, horror and gore

However, they cannot determine friends from foes and will always attack the closest random targets first.

Ray of Healing

Rating: 2d Range: 6 inches
Duration: N/A Resist: None

Cure disease, neutralize poison, and restore 2 to 7 (1d+1p) lost Hit Points (HP).

Resist Fire

Rating: 8d Range: Touch
Duration: Concentrate Resist: None

You take half damage from heat and fire.
You use 1 action pe round to keep the spell active.

Resist Frost

Rating: 8d Range: Touch
Duration: Concentrate Resist: None

You take half damage from cold and frost.
You use 1 action pe round to keep the spell active.

Resist Lightning

Rating: 8d Range: Touch
Duration: Concentrate Resist: None

You take half damage from lightning and electricity.
You use 1 action pe round to keep the spell active.

Resist Necrotic

Rating: 8d Range: Touch
Duration: Concentrate Resist: None

- You take half damage from necrotic and undead attacks.
- You use 1 action per round to keep the spell active.



Restore Limb

Rating: 8d Range: Touch
Duration: Permanent Resist: None

Regrow/Repair a missing or damaged limb.

Rock to Mud (Reversible)

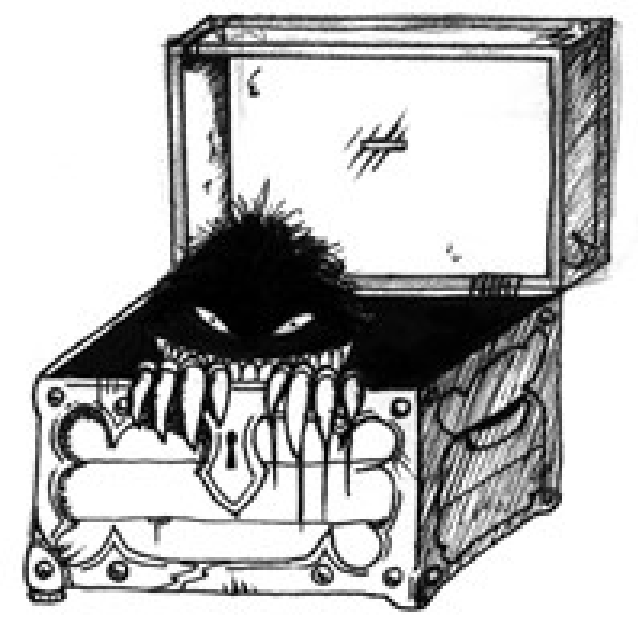
Rating: 8d Range: 8 Inches to center
Duration: Permanent Resist: CN

Transmute a 2x2x2 cubic inches (10-foot block) of rock (or solid ground) into mud. The reverse of this spell "Mud to Rock" transmutes a 10-foot block mud into rock (or solid ground), often trapping those within it. Roll CN vs MG to resist getting trapped.

Scry

Rating: 4d Range: 25 Miles
Duration: 1 Hour Resist: Willpower

Imbue a mirror, bowl of smooth water, crystal ball, etc. to look in on (to see and hear) known persons, places, or things.



Shadow Step

Rating: 6d Range: Touch
Duration: N/A Resist: None

Imbue the ability to step into one shadow then out of another shadow, up to 18" away. Both shadows must be in line of sight of one another.

Shadow Form

Rating: 8d Range: Touch
Duration: 1 Hour Resist: None

Turn into a "Shadow" just like the monster. This may be reversed (turned off) at will. All gear is kept but may not be used.

Shadow Shackles

Rating 8d Range 12 inches to center
Duration 1 Hour Resist Willpower

Fills a 5x5 inch (10x10 foot) area with a puff of black shadowy darkness. As the cloud quickly dissipates (same round), it wraps around the appendages (arms, legs, wings, tentacles, neck, etc.) of every living thing in the area, which are instantly bound by magical chains and shackles, rooted to the floor, wall, nearby stone, or whatever. The chains are magical with a Strength (ST) rating equal to the caster's Magic (MG) rating.
(See "Escape")

Shadowy Darkness

Rating: 1d Range: Touch
Duration: 10 Rounds Resist: Willpower

Imbue an individual or an inanimate object with a magical darkness that fills a 1x1 inch (5x5 foot) area. It cannot be penetrated by normal "Dark Vision". It provides a +2d Bonus to Hide and Sneak. And it can also be used as a starting point when "Shadow Stepping".

Shield

Rating: 1d Range: Touch
Duration: 10 Rounds Resist: None

Provide a +2d Bonus to all Defense rolls. The character is also 100% immune to all "Spell Arrow" attacks.

Silence

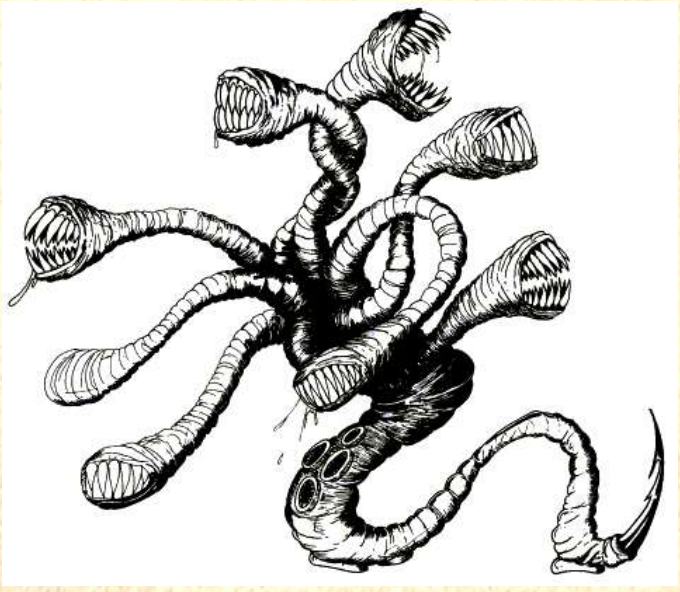
Rating: 2d Range: 12 inches to center
Duration: 24 Hours Resist: None

Fill a 5x5 inch (25x25 foot) area with magical silence

Silent Alarm

Rating: 4d Range: Touch
Duration: 24 Hours Resist: None

You create an unseen and unheard magical alarm set off when an intruder enters the area. The alarm is only heard by the caster. If multiple alarms are set, the caster automatically knows which one is activated. If dispelled, the caster is instantly aware as well.



Sleep

Rating: 4d Range: 12 Inches to center
Duration: 5 Rounds Resist: Willpower

Fill a 5x5 inch (25x25 foot) area with a drowsiness that might place one or more individuals into a deep magical slumber.

- Identify all in the area who might be affected.
- Sort them by Hit Points (HP) remaining.
- Total points = Magic (MG) rating of the caster

Starting with the lowest HP, each potential target in turn attempts to resist the spell. Either way, subtract their HP from the MG Points remaining, then move on to the next potential target.

Speak with Dead

Rating: 4d Range: Touch
Duration: 10 Minutes Resist: None

Provide the ability to speak with any dead character or monster, providing they share a common language.

Spell Arrow

Rating: 1d Range: 12 Inches
Duration: N/A Resist: None

Create a magical bolt of energy that unerringly strikes a single victim, disrupts their spell casting and causes 3 points of damage. You must have line of sight

Spy Hole

Rating: 1d Range: Touch
Duration: 1 Minute Resist: None

Create a tiny transparent spot on a door, wall, chest, coffin, etc. to peek through.

Stack Coins

Rating: 1d Range: 3 Inches
Duration: Permanent Resist: None

Clean up and organize a pile of coins, gems, etc. It even works to fold clothes or to stack dishes.

Stone Shape

Rating: 1d Range: Touch
Duration: 10 Minutes Resist: None

Imbue an individual or an inanimate object with the ability to work with stone as if it were soft clay.

Strength (Reversible)

Rating: 1d Range: Touch
Duration: 10 Rounds Resist: Willpower

Provide a +2d Bonus to Strength. The reverse of this spell "Weakness" inflicts a -2d Penalty.

Teleport

Rating: 8d Range: Touch
Duration: N/A Resist: Willpower

Relocate someone (or something) to a known location up to 25 miles away. The caster's Magic (MG) rating determines the max total number of Size's that can be teleported.

Throw Giant Stones

Rating: 2d Range: Touch
Duration: 10 Rounds Resist: None

Imbue you with a SZ +3 and ST +3 bonus when you attempt to throw one "Giant Stones".
(See "Giant Stones")

Throw Weapon

Rating: 4d Range: Touch
Duration: 10 Rounds Resist: None

Make a one-handed melee weapon easy to toss, twirl, spin, and catch without fear of dropping it. With a little practice (must have used the spell at least one time already), the character can fling the weapon out and attack others as far as 12 inches away, then catch the weapon that returns to them automatically.

- It only requires only one action and does in fact supports "Multiple Attacks".
- The catch happens automatically.
- If cast on an arrow, the wielder may in effect shoot endless arrows for the duration of the spell.

Time Stop

Rating: 8d Range: Touch
Duration: N/A Resist: Willpower

Briefly halt time for everyone within a 12x12 inch (60x60 foot) area (except the caster, who she permits, and whomever successfully resists. During which you may take 1 free round (Normal Moves + 2 Actions)

True Vision

Rating: 4d Range: 3 Inches
Duration: 5 Rounds Resist: None

Provide the ability to see all things as they truly are. This spell trumps all: Hidden, Secret, Invisible, Disguise, etc.



Wall of Fire

Rating: 6d Range: 12 Inches to center
Duration: 10 Rounds Resist: None

Fills up to 6 consecutive 1 inch tiles with magical flames causing an attack roll to anyone who crosses it. The tiles of flame do not need to be in a straight line.

Damage: Magic (MG) rating vs. Defense roll.

Water Breathing

Rating: 2d Range: Touch
Duration: 1 Hour Resist: None

Imbue the ability to breath under water.

Webbing

Rating: 2d Range: 6 Inches
Duration: 1 Hour Resist: None

Fill a 2x2 inch (10x10 foot) area with webbing as if spun by a giant spider. The caster's MG rating is used to resist all escape attempts.
(See "Escape")

Whisper

Rating: 1d Range: 10 Miles
Duration: 1 Minute Resist: None

Send a 1-minute-long message to a person or creature who the caster has already met in person.

Wizard Eye

Rating: 2d Range: N/A
Duration: 10 Minutes Resist: None

Create a floating golf ball sized eyeball. You mentally receive visual imagery from the eye at will, including "Dark Vision". The eye has a Move (MV) rating = 2, and the caster may move the floating eye in lieu of their own moves.

TREASURE



Random Treasure

Treasure Types
A .. 2 to 7 copper, 1 to 3 iron, and 1 silver coins
B... 2 to 7 iron, 1 to 3 silver, and 1 gold coins
C... 2 to 7 silver, 1 to 3 gold coins, and 1 gem
D .. 2 to 7 gold coins and 1 broken gadget
E... 10 to 30 gold
F... 1 to 3 broken gadgets
G .. 1 gem
H .. 1 jewelry
I.... 1 magic armor
J ... 1 magic weapon
K... 1 magic item

Gems	Roll 2d
2	Quartz
3	Ruby
4	Jasper
5	Bloodstone
6	Amethyst
7	Pearl
8	Amber
9	Jade
10	Onyx
11	Moonstone
12	Diamond

Jewelry	Roll 2d
2	Dagger
3	Chalice
4	Statuette
5	Headband
6	Necklace
7	Clasp (for cloak)
8	Earring
9	Armband
10	Bracelet
11	Ring
12	Crown

Roll 1d (1to 3 = Ivory) (4 to 5 = Silver) (6 = Gold)
Roll 1d (1 to 3 = 1 gem) (4 to 5 = 2 gems) (6 = 3 gems)

Magic Items

Random Magic Items

Magic Armor	Roll 2d
2	(D) +1 plate mail armor = +5d
3	(D) +1 chain armor = +4d
4	(D) +1 half-chain armor = +3d
5	(D) +1 leather armor = +2d
6	(D) +1 steel shield = +2d
7	(D) +1 helm = +2d
8	(D) +2 steel shield = +3d
9	(D) +2 leather armor = +3d
10	(D) +2 half-chain armor = +4d
11	(D) +2 chain armor = +5d
12	(D) +2 plate mail armor = +6d

Magic Weapons	Roll 2d
2	(A) +1 bow = +3d
3	(A) +1 staff = +3d
4	(A) +1 big axe (mace, morning star) = +3d/4d
5	(A) +1 big sword = +3d/4d
6	(A) +1 small sword = +3d
7	(A) +1 dagger = +2d
8	(A) +2 small sword = +4d
9	(A) +2 big sword = +4d/5d
10	(A) +2 big axe (mace, morning star) = +4d/5d
11	(A) +2 staff = +4d
12	(A) +2 bow = +4d

Magic Items	Roll 2d
50%	potion of healing = 2 to 7 (1d+1p) HP
50%	otherwise see table below:
2	boots of [effect]
3	gauntlets (or gloves) of [effect]
4	cloak of [effect]
5	ring of [effect]
6-7	potion of [effect]
8	(A) +1 [weapon] of [effect]
9	(D) +1 [armor] of [effect]
10	wand of [effect]
11	rod of [effect]
12	scroll of [spell]

Random Magic Effects

Magic Item Effects	Roll 1d
1-2	Rating Improvements
3-4	Protections
5-6	Special Magic Items

Rating Improvements	Roll 2d
02	+1” Lower & Upper Jump (JP) ratings
03	+1p Initiative
04	+1 Combat (CB) rating
05	+1 Coordination (CN) rating
06	+1 Intellect (IN) rating
07	+1 Magic (MG) rating
08	+1 Nature (NT) rating
09	+1 Strength (ST) rating
10	+1 Willpower (WP) rating
11	+1” Move
12	+1 (or -1) SZ

Protections	Roll 2d
Immune to damage from…	
02	Protection from Poison
03	Protection from Necrotic
04	Protection from Landing Attacks
05	Protection from Fire
06	Protection from Lightning
07	Protection from Spores
08	Protection from Falling
09	Protection from Frost
10	Protection from Sneak Attacks
11	Protection from Chlorine
12	Protection from Petrification

Special Magic Item Effects	Roll 5d
05	Wounding
06	Auto-Cast
07	Life Stealer
08	Striking
09	Regeneration
10	Arrow Deflection
11	Big & Strong
12	Hiding & Sneaking
13	Knots (binding and escaping)
14	Picking Locks
15	Picking Pockets
16	Returning Home
17	Shall not Pass
18	Slight-of-Hand
19	Surprising
20	Tripping
21	Charm Beast
22	Bash to Bits
23	Treasure Finding
24	Goblin Slayer
25	Luck
26	Sharpness
27	Withering
28	X-Ray Vision
29	Holy Avenger
30	Sustenance

Arrow Deflection
You gain a +2d defense bonus vs arrows.

Auto-Cast
You can auto-cast 1 specific spell 3/day.
(See "Random Spell")

Bash to Bits
Your fists and feet serve as +2d "Siege" weapons, when attempting to "Bash to Bits'.

Charm Beast
You gain a +2d to "Charm Beast"

Goblin Slayer
You gain a +2d attack bonus vs. all goblin types (kobolds, goblins, gnolls, orcs, etc.) When you hit an actual "goblin" and cause damage, they instantly die.

Hiding & Sneaking
You gain a +2d to "Hiding" and "Sneaking"

Holy Avenger
You gain a +2d "Turn Undead" bonus. You gain a +2d attack bonus vs. undead creatures. When you hit a skeleton, zombie or ghoul and cause damage, they instantly die as they collapse into a pile of dust.

Knots (binding and escaping)
You gain a +2d to "Binding" others with knots and "Escaping" knots tied by others.

Life Stealer
Each time you cause the killing blow, you gain a +1 Life Force (LF) for 1 to 3 days.

Luck
"Luck" +2 Luck (LK) rating

Picking Locks
You gain a +2d to "Picking locks"

Picking Pockets
You gain a +2d to "Picking Pockets"

Regeneration
You regenerate as a "Troll".

Returning Home
You may instantly return home to a preselected location. (1/week)

Shall Not Pass
You stand your ground. Any who wish to attack you or pass by you must win a battle of wills (WP vs. WP) and they may only try once every 5 minutes.

Sharpness
x2 damage for 2 to 7 rounds (3/day)

Slight-of-Hand
You gain a +2d to "Slight-of-Hand"

Striking
You have 6 bonus attack dice per day. You may use these 6 bonus attack dice however and whenever you want, perhaps even all at once!

Surprising
You gain a +2d to NOT BE "Surprised"

Sustenance
You no longer need to eat or drink. This includes undead. A vampire would not need to drink blood.

Treasure Finding
"Treasure Finding" Glows a feint color when within 10 inches (50 feet).

Tripping
You gain a +2d bonus when attempt to trip others.

Withering
1 in 6 chance to cause 1 random appendage (never the head) to rot. You need a Healing spell, or a potion of Healing before you lose your appendage.

The limb becomes useless in 2 to 7 days.
The limb falls off in another 2 to 7 days.

Wounding
You gain a +2d attack bonus. When you harm someone, you inflict damage that may only be healed by Healing spell, or a potion of Healing.

X-Ray
You can see through things for 2 to 7 hours. You may easily control just how much you want to see through.

Random Spell

Random Spell Glyph	Roll 7d
04	Animate Dead (4)
05	Appear Undead (4)
06	Command Undead (4)
07	Destroy Undead (4)
08	Find Secret Doors (4)
09	Catch Stones (2)
10	Choking Cloud (2)
11	Dark Vision (2)
12	Darkness (2)
13	Fly (2)
14	Levitate (2)
15	Push (2)
16	Alarm (1)
17	Bless (1)
18	Coordination (1)
19	Courage (1)
20	Dig (1)
21	Enlarge (1)
22	Magic Key (1)
23	Mage Lock (1)
24	Shield (1)
25	Spell Arrow (1)
26	Spy Hole (1)
27	Stack Coins (1)
28	Stone Shape (1)
29	Strength (1)
30	Whisper (1)
31	Shock (2)
32	Silence (2)
33	Throw Giant Stones (2)
34	Water Breathing (2)
35	Webbing (2)
36	Wizard Eye (2)
37	Invisibility (4)
38	Scry (4)
39	Silent Alarm (4)
40	Speak with Dead (4)
41	Throw Weapon (4)
42	True Vision (4)

MAKING MAGIC ITEMS

Over the years, we have lost the ability to make the really cool stuff, but we can still make some bad ass items.

TOMES OF ARCANE CREATION

This ancient book holds the 4 spell glyphs you will need to start making magic items.

- "Auto-cast a Spell Glyph"
- "Copy a Spell Glyph"
- "Enchant an Item"
- "Permanency"

+1d MAGIC SWORD

Cast the "Enchant an Item" spell on the sword
Cast the "Permanency" spell on the sword

REQUIRES
- Enchant an Item
- Permanency

RING OF INVISIBILITY (3/day)

Copy the "Invisibility" spell glyph on the ring
Copy "Auto-cast" spell glyph on the ring
Define activation, "Put ring on to activate it"

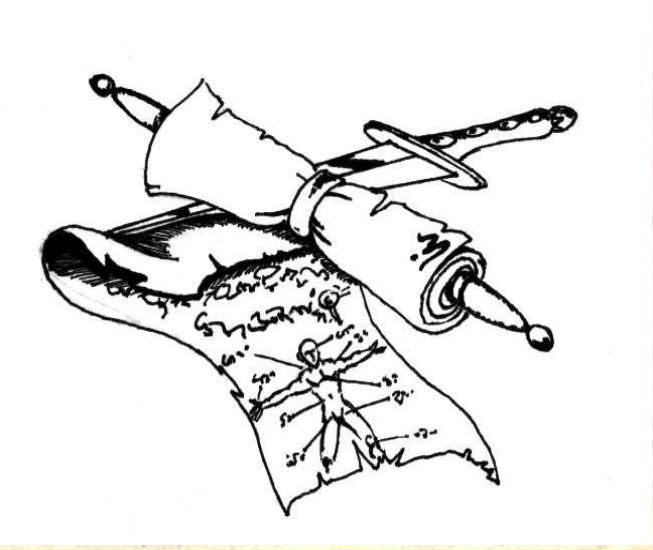
REQUIRES
- Auto-cast a Spell Glyph
- Copy a Spell Glyph
- Invisibility

CLOAK OF FLYING (3/day)

Copy the "Fly" spell glyph on the ring
Copy "Auto-cast" spell glyph on the ring
Define activation, "flap the cloak like wings"

REQUIRES
- Auto-cast a Spell Glyph
- Copy a Spell Glyph
- Fly





Making Potions

Flying Potion (See "Fly" spell glyph)
Healing Potion (See "Healing Touch" spell glyph)
Invisibility Potion (See "Invisibility" spell glyph)
Love Potion (See "Curse" spell glyph)
Etc.

The following spell glyphs are needed to make your own magic potions. Like all spell glyphs, you must find and identify these spell glyphs first.

Making potions is very time consuming, and mostly performed by clerics and priest types who tend to have more free time then the adventurers do.

Identify Potion (5 Rounds)
Attempt with MG vs. 6d

The only sure way to know determine what spell will be cast, when a potion is drunk. It takes about a minute.

Enchant a Cauldron (1 Week)

Rating:	1d	Range:	Touch
Duration:	Permanent	Resist:	None

You must cast the "Enchant a Cauldron" on a big steel pot, cast iron cauldron, large stone bowl, etc. This is a huge deal and very time consuming.

Make Potion (4 Hours)

Rating:	6d	Range:	Touch
Duration:	Permanent	Resist:	None

You MUST have an enchanted cauldron.

You add 1 full skin of PURE water while performing a long drawn out ritual. Then you read a spell glyph and direct it into the cauldron. One dose is created.

Legendary Items

What follows is a list of some of the most famous legendary magic items found within the realm.

Axe of Hacking

It is believed that the gods gave this oversized pickaxe to the king of the Viking Dwarves, with his promise to kill or enslave all non-Dwarf creatures.

Operates as a +3d two-handed Battle-Axe.
Provides the wielder with a +5d Combat Bonus

Spell Glyphs:
Throw Weapon: Hidden=3d, Magic=9d
Auto-cast 3/day = twirl by wrist strap

Bloody Armor

This gruesome looking Armor is made of black leather stretched across steel plate Armor. The leather is pierced with bloody bones and bleeding profusely. It is believed to have been created especially for the Black Knight.

Operates as +3d plate Armor
Bleeding has a Horror Rating = 6d
Resist the Horror or be "Frightened"

Bloody Shield

This gruesome looking shield is made of black leather stretched across a steel shield. The leather is pierced with bloody bones. It is believed to have been created especially for the Black Knight.

Operates as a +3d steel shield

Spell Glyph:
Shield: Hidden=3d, Magic=4d
Auto-cast 3/day = bang on shield 3 times

Cloak of the Vampire (Cursed)

Appears as long black cape with a shiny red silk lining and a huge collar. Once a character puts it on, they become falsely convinced that they have just been turned into a Vampire.

Operates as a +3d Cloak of Defense

Spell Glyph:
Fly: Hidden=12d, Magic=12d
Auto-cast 3/day = hold the cape while flapping arms in a goofy manner

Cursed:

- Extreme Fear of sun light
- Crave blood, and eat small uncooked rodents
- 1 in 6 chance that all they can say is "BLAH, BLAH" when they try to speak.
- 1 in 6 chance that they suddenly start counting, "1 AH-AH-AH, 2 AH-AH-AH, 3 AH-AH-AH, etc." when they see three or more things in a row.

Dragon Pearls

These Magic pearls will float when first released and automatically orbit the head of the person who released them. There are at least six of them known to exist.

BLACK	"True Vision" 3/day
WHITE	"Healing Touch" 3/day
RED	Immune to fire and explosions
CLEAR	Amphibian - Breath under water at will
BLUE	Fly as a Warrior Fly at will
YELLOW	Immune to poisons and diseases

There are no Spell Glyphs on these pearls. How they function has puzzled the most brilliant wizards for many ages.

Dragon's Reach

A Massive two-handed sword with metal claws on the hilt. One holds a "Black Dragon Pearl". The other holds a "Red Dragon Pearl".

Dragon's Reach stands guard against all Dragons in this realm. It is found in the courtyard of an ancient outpost that is now quite in ruins and serves as the home to a large clan of Cesspoolers. The wielder may not put down the weapon or leave his post unless they can defeat the sword in a battle of wills. Resist with WP vs 25d. When meeting someone new the claws of the sword will release the two Dragon Pearls then demands to know "Be ye dragons?"

Operates as a +3d two-handed sword, Size = 9d.
Provides the wielder with a +2d Size Bonus. Provides the wielder with a +7d Willpower Bonus (Not to be used against this sword). Makes the wielder never Sleep, Drink, or be Hungry

Spell Glyphs:
Lightning Bolt: Hidden=3d, Magic =9d
Auto-cast 3/day = point the sword and say "lightning bolt" in any language

Mashing Mallet

Little is known about this extremely large stone hammer, other than it came from a land of giants.

Operates as a +3d two-handed hammer, Size = 9d
Oddly, there are no Spell Glyphs found on it.

Command Words:
"Fee Fi" = +5 bonus to Size (SZ) rating.
"Fo Fum" = return to normal size.

Rod of Inertia

This spooky green glowing rod floats motionless in midair. In fact, you can't seem to move it at all? Where did it come from? Why is it here?

Operates as a +3d rod when used as a weapon. Oddly, there are no Spell Glyphs found on it.

Command Words:
"Glow" to turn the green glow on.
"Dark" to turn the green glow off.
"Stop" to cause the rod to literally stop in mid air
"Go" to release the rod from a stopped position.

It requires a Battle of Strength (ST) vs. 25d to force the "Stopped" rod to move. At such time, you simply gain an instant understanding of how it works.

Staff of Necromancy

Appears as a long, old, withered stick.

Operates as a +3d staff.

Provides the wielder with a +5d Magic Bonus.
Provides the wielder with a +5d Corruption Bonus

Six Spell Glyphs:
(1) Appear Dead: Hidden=3d, Magic =6d
(2) Appear Undead: Hidden=3d, Magic =7d
(3) Command Undead: Hidden=5d, Magic =9
(4) Destroy Undead: Hidden=5d, Magic =14d
(5) Animate Dead: Hidden=7d, Magic =16d
(6) Death: Hidden=7d, Magic =18d

All six glyphs have Auto-cast 3/day = "touch the glyph and speak its name", so you will need to find and identify each spell glyph before you can use it.

Sword of Rage

Once a character holds the sword, they MUST roll their Willpower vs. 15d to resist the auto-casting of the Rage Spell.

Operates as a +3d two-handed sword

Spell Glyph:
Rage: Hidden=9d, Magic =12d
Auto-cast 3/day = hold the sword

APPENDICES

A: WARGAME RULES

Let's each build our own army using agreed upon rules and go to war with each other, just like a fantasy chess match.

SETTING UP THE BATTLEFIELD

Two or more players create their armies and line them up within the first 6 inches of the table's edge where they are sitting. Some Battlefields are simple flat Terrains. Others have obstacles, flowing rivers, and perhaps even a nest of giant spiders or something.

BUILDING YOUR ARMY

The first step to creating a war game army is to create your role playing character to serve as the general. The next step is to spend 150 "Experience Points" (XP) to purchase troops and improve the ability ratings of your general and his/her troops. The final step is to spend 150 gold pieces to purchase armor, weapons and equipment for you general and their army.

- If a monster (Beast) is worth 20 XP to kill it, then it cost 20 XP to purchase it as one of your troops. Be sure not to buy what you cannot control.
- All character race troops cost 10 XP each. All character race troops start off with 5 XP to spend on themselves, automatically.

COMMUNICATIONS

Troops may never advance more than 24 inches from the general without being accompanied by a communication officer who uses a flag, drum, horn, etc. to send and receive commands from the General's communication officer. Communication officers cannot attack, and if killed they must be replaced immediately by a surviving troop.

LEADERS

Leaders are used to manage formations

INFILTRATORS

Troops with a Willpower of 10d and a Combat of 10d, or higher, may operate independently without communications with the general. They are simply given their orders and perform them (or die trying). Infiltrators may begin a battle as far in as 18 inches from the edge of the table and often involve a lot of Hiding and Sneaking.



B: Formations

Your "Leaders" (with their troops) "March" about attacking one another. Some formations stay back and launch arrows. Others push massive siege weapons. And when your troops are harmed, a portion of your troops are killed, an equal number also "Run Away"!

BACK TO BACK DEFENSE

You and at least one friend are melee attacking and arrange yourself so you are standing back to back. You gain a YELLOW +1d Bonus to all defense rolls.

FLANKING ATTACK

You and at least one friend are melee attacking the target from different sides. You gain a YELLOW +1d Bonus to all attacks against a target.

TAKING SHAPE

Formations do not need to be straight lines. The characters must stand side-by-side but they may form arcs, circles, squares, etc.

TROOP COMBAT

Your troops do not actually do anything. But your base attack roll and base defense roll are found as the average attack roll and average defense roll of you (the Leader) and your troops. (round up).

STRENGTH IN NUMBERS

Larger formations have larger bonuses.

SIZE	NAME	DEFENSE	ATTACK
3+	A Few	+1d	+1d
10+	A Gang	+1d	+2d
50+	A Mob	+2d	+4d
100+	A Horde	+3d	+6d
300+	An Army	+4d	+8d
1000+	A Legion	+5d	+10d

LEADERS

Every formation MUST have a "Leader". The "Leader" uses one of their actions each round to call out commands that keep their formation moving and acting as a single entity. If the Leader is lost or killed, then a new Leader must be identified immediately, or the formation is lost.

If everyone in the formation (including the Leader) can attack twice then the formation may attack twice.
(See "Multiple Attacks")

MARCHING FORMATIONS

The formation is maintained throughout the move. As you Move, the formation stays with you. Leaders are NOT permitted to sprint.

THE BLITZ !!!

The term "Blitz" is used to describe when the original formation breaks apart and everyone races at full speed on their own to a new location where they attempt to form a new formation.

REPAIRING YOUR FORMATION

When your formation has holes in it, you should immediately try to use your Moves (like Marching") to shift troops and close the gaps. But you can only do this if You get enough Moves remaining.

BREAKING A FORMATION

You can kill, "Taunt", or "Frighten" so many individuals, that the "Leader" does not have enough Moves remaining to repair the formation this round.

GOING AROUND A FORMATION

You can try to move around the formation, or over the formation.
(See "Combat Jumps")

TOWERS, WALLS, BRIDGES AND GATES

Some battlefields will have defensive walls and such. Just like you, these all have "Hit Points" (HP).
(See "Bash to Bits")

HERE ARE A FEW EXAMPLES:

Stone Tower = 150 HP
Iron Gate = 75 HP
Stone Bridge = 75 HP
Stone Wall = 75 HP

SIEGE WEAPONS

Siege weapons are very large weapons. Some are intended for attacking stubborn doors, castle walls, wizard towers, troll bridges, etc. Others are used to slaughter numerous troops. But both simply cause damage (lost Hit points). Most siege weapons require two or more characters working together to operate. This means one of them will need to be the "Leader" and "March" his troops about like any other "Formation".

(See "Bash to Bits")

HERE ARE A FEW EXAMPLES:

Gold	2-PERSON SIEGE
250	(A) Ballista (Sharp, Reload, Range 12") = + 5d
50	(A) Small Ram (Blunt) = + 5d

Gold	4-PERSON SIEGE
400	(A) Catapult (Reload, Range 12") = + 10d

Gold	8-PERSON SIEGE
550	(A) Large Ram (Blunt) = + 12d

SIEGE DAMAGE

Siege weapon damage replaces the average "Troop Combat" damage as well as the "Strength-in-Numbers" bonus

SIEGE vs. SIEGE

Damage is done to the siege first, not the troops operating it.

SIEGE vs. TROOPS

Damage translates to lost troops. Half of these die. The other half "Run Away"

SIEGE vs. INDIVIDUAL

Damage is done to the individual

TROOPS vs. SIEGE

Damage is done to the siege first, not the troops operating it.

TROOPS vs. TROOPS

Damage translates to lost troops. Half of these die. The other half "Run Away"

TROOPS vs. INDIVIDUAL

Damage is done to the individual

INDIVIDUAL vs. SIEGE

Damage is done to the siege first, not the troops moaning it.

INDIVIDUAL vs. TROOPS

Damage translates to lost troops. Half of these die. The other half "Run Away"

INDIVIDUAL vs. INDIVIDUAL

Use normal combat.

C: Abilities Used

CN	(Attempt)	Avoid Traps
CN	(Resist)	Circle Kick
CN	(Attempt)	Escape
CN	(Resist)	Falling Damage
CN	(Resist)	Flying Kick
CN	(Resist)	Hold
CN	(Resist)	Hold
CN	(Resist)	Impact
CN	(Resist)	Look Around
CN	(Resist)	Nudge
CN	(Attempt)	Overcome Obstacles
CN	(Attempt)	Pick Lock
CN	(Attempt)	Pick pocket
CN	(Attempt)	Quick Stand
CN	(Attempt)	Remove Traps
CN	(Attempt)	Sleight of Hand
CN	(Resist)	Sneak Attack
CN	(Attempt)	Sprint
CN	(Resist)	Trip
CR	(Attempt)	Bluff
CR	(Attempt)	Bribe
CR	(Attempt)	Disguise
CR	(Attempt)	Nudge
CR	(Attempt)	Taunt
CR	(Attempt)	Trip
IN	(Resist)	Bluff
IN	(Resist)	Disguise
IN	(Attempt)	Find Spell Glyph
IN	(Attempt)	Find Traps
IN	(Attempt)	Knowledge Check (Lore)
IN	(Attempt)	Look Around
IN	(Attempt)	Resist Insanity
IN	(Attempt)	Rune Markings (Read)
IN	(Attempt)	Search
IN	(Resist)	Sleight of Hand
MG	(Attempt)	Detect Magic
MG	(Attempt)	Dispel Magic
MG	(Attempt)	Identify spell glyph
MG	(Attempt)	Read Spell Glyph
MG	(Resist)	Resist Magic
NT	(Attempt)	Beast Befriend
NT	(Attempt)	Beast Charm
NT	(Attempt)	Beast Train
NT	(Resist)	Beast Train
NT	(Attempt)	Blind Fighting
NT	(Resist)	Blind Fighting
NT	(Resist)	Bribe
NT	(Attempt)	Eavesdrop
NT	(Resist)	Eavesdrop
NT	(Attempt)	Hunt and Gather
NT	(Resist)	Pick pocket
NT	(Attempt)	Poison (Resist)
NT	(Attempt)	Resist Disease
NT	(Attempt)	Resist Poison
NT	(Attempt)	Surprise (Resist)
NT	(Attempt)	Track
NT	(Resist)	Track
ST	(Attempt)	Bash to Bits
ST	(Attempt)	Circle Kick
ST	(Attempt)	Escape
ST	(Attempt)	Flying Kick
ST	(Attempt)	Frighten
ST	(Attempt)	Hold
ST	(Attempt)	Hold
ST	(Attempt)	Sneak Attack
ST	(Attempt)	Strength (Battle of Strengths)
ST	(Resist)	Strength (Battle of Strengths)
SZ	(Attempt)	Impact
WP	(Resist)	Frighten
WP	(Attempt)	Resist Gore
WP	(Attempt)	Resist Horror
WP	(Attempt)	Resist Magic
WP	(Attempt)	Resist Pain
WP	(Resist)	Taunt
WP	(Attempt)	Willpower (Battle of wills)
WP	(Resist)	Willpower (Battle of wills)

INDEX

Abilities 4
Ability Ratings 4
Actions (AC) 5
Adventure Beetles 8
Ages 7
Aim 69
All Out - Attacking 69
All Out - Defending 69
Armor 48
Attack Dice (White) 66
Attacking 69
Attempting Actions 3
Attributes (See Traits) 5
Avoid Traps 63
Back Stab 71
Bash to Bits 61
Battle Cry 69
Battle of Strength 60
Battle of Wills 61
Battle Song 69
Battlefield Distances 64
Battlefields 64
Beast Befriend 62
Beast Charm 62
Beast Train 62
Befriend Beast 62
Bind Wounds 74
Blind Fighting 69
Blinded 75
Blue Dice (Defense) 66
Bluff 58
Bonus Dice (Yellow) 66
Bribe 58
Catlings 10
Cesspoolers 12
Character Conditions 75
Character Races 8-45
Charm Beast 62
Circle Kick 73
Climb (1 inch) 67
Colored Dice 66
Combat 64-74
Combat (CB) 4
Combat Actions 69-74
Combat Beginner Tips 66
Combat Beginners 66
Combat Intro 64-66
Combat Moves 67-68
Combat Rating Dice (Red) 66
Combat Tip for Beginners 66
Conditions 75
Coordination (CN) 4
Corruption (CR) 4
Counting Down Initiatives 65
Crawl (1 inch) 67
Creating Characters 6
Creating Characters - Languages 6
Creating Characters - Max Hit Points 6
Creating Characters - Perks & Flaws 6
Creating Characters - Primal Ratings 6
Crushing Blow 72
Cure Disease 76
Cure Poison 78
Currency 48
Cyclops Turtles 14
Cyclopslings 16
Damage Types 64
Dark Elf 21
Dark Vision (DV) 5
Deadly Doors 63
Defending 69
Defense Dice (Blue) 66
Detect Magic 80
Detect Poison 78
Dice Blue (Defense) 66

Dice Colors....66
Dice Red (Combat Rating)....66
Dice Rolling....2
Dice White (Attack)....66
Dice Yellow (Bonus)....66
Difficulty Class....3
Difficulty Class....3
Disease....76
Disguise....58
Dispel Magic....80
Distances on Battlefields....64
Doors Deadly....63
Dork....27
Drink A Potion....70
Drunk....75
Dung Beetles....9
Dwarf....18
Eavesdrop....59
Empty hands Defense....73
Equipment....48-56
Escape....70
Exchange Items....70
Experience Points (XP)....5
Falling Damage....59
Falling Down....68
Feign Death....70
Fighting Dirty....71
Find Spell Glyph....80
Find Traps....63
Fire Damage....64
Fly (1 inch)....67
Flying Kick....73
Free Move....65
Frighten....70
Frightened....75
Frost Damage....64
Gems....95
Giant Stones....56
Gore....76
Group By 10's....2
Half Elf....22
Half Ogre....24
Half Ogre Magi....25
Half Orc....26
Half Trolls....28
Healing....74
Healing Bind Wounds....74
Healing Potions....74
Healing Resting....74
Held....75
Hide & Seek....57-58
Hiding....57
History Check....59
Hit Points (HP)....6
Hold....74
Holy Symbols....55
Horror....77
Human....30
Hunt and Gather....59
Identify Spell Glyph....80
Impact....72
Initiative-Based Combat....65
Initiatives Counting Down....65
Insanity....77
Intellect (IN)....4
Intimidate....59
Jewelry....95
Jump (JP)....5
Jump (Run)....68
Jump (Sprint)....68
Karma....65
Knowledge Check....59
Landing Attack....71
Languages....7
Legendary Items....100-102
Life Force (LF)....5
Light Elf....20
Look Around....58

Lore Check 59
Luck 3
Luck (LK) 5
M2 Weapons 72
Magic - Detect Magic 80
Magic - Dispel Magic 80
Magic - Find Spell Glyph 80
Magic - Identify Spell Glyph 80
Magic - Read Spell Glyph 80
Magic - Spell Actions 80
Magic - Spell Descriptions 82-94
Magic - Spell Glyphs 80
Magic - Spell List 81
Magic (MG) 4
Magic Armor 96
Magic Effects 96-98
Magic Item Making 99
Magic Items 96-102
Magic Potions Making 100
Magic Rules 79-94
Magic Weapons 96
Making Magic Items 99
Making Magic Potions 100
Massive Weapons 56
Mature Rules 76-78
Move (1 inch) 67
Moves (MV) 5
Moves and Actions 65
Multiple Attacks 72-73
Multiple Weapons 72-73
Nature (NT) 4
Nets 54
Neutralize Poison 78
New Round 65
Nightstalker 32
Non-Combatants 66
Nudge 71
Obstacles Overcome 62
One-two-three-four Punch 73
Opposing Actions 3
Overcome Obstacles 62
Pain 78
Paralyzed 75
Parry 70
Perks and Flaws 46
Petrified 75
Phoenite 34
Pick Lock 59
Pick Pocket 60
Poison 78
Poison (Resist) 60
Poisoned 75
Primal (PR) 4
Prone 75
Quick Stand 68
Raking Claws 74
Random Gems 95
Random Jewelry 95
Random Spells 98
Random Target Selection 65
Random Treasure 95
Ratings 4
Read Runes 60
Read Spell Glyph 80
Red Dice (Combat Rating) 66
Remove Traps 63
Resist Disease 76
Resist Gore 76
Resist Horror 77
Resist Insanity 77
Resist Pain 78
Resist Poison 60
Resist Surprise 60
Resisting Actions 3
Resting 74
Role Playing 58-63
Rolling Dice 2
Rounds of Combat 65

Run Away.....67
Runes (Read).....60
Search.....58
Siege Weapons.....61
Size (SZ).....5
Skunklar.....36
Sleeping.....75
Sleight of Hand.....60
Sneak Attack.....71
Sneaking.....57
Special Weapons.....54-56
Spell Actions.....80
Spell Descriptions.....82-94
Spell Glyphs.....79
Spell List.....81
Splash Weapons.....55
Sprint.....67
Standing Up.....68
Start Of Round.....65
Strength (Battle of Strength).....60
Strength (ST).....4
Surprise (Resist).....60
Surprised.....75
Take Cover.....70
Taunt.....71
The Gray.....38
Track.....61
Train Beast.....62
Traits.....5
Traps.....63
Traps Avoid.....63
Traps Find.....63
Traps Remove.....63
Treasure.....95
Treasure Types.....95
Trip.....71
Tundra.....40
Turn Undead.....55
Turn-Based Option.....64
Unarmed 1-2-3-4 Punch.....73
Unarmed Circle Kick.....73
Unarmed Combat.....73
Unarmed Empty hands Defense.....73
Unarmed Flying Kick.....73
Unarmed Hold.....74
Unarmed Raking Claws.....74
Viking Dwarf.....19
Wait For It.....70
Warrior Fly.....42
Weapons.....50
Whips.....54
White Dice (Attack).....66
Wicked Dice.....3
Willpower (Battle of Wills).....61
Willpower (WP).....4
Yellow Dice (Bonus).....66
Zeetvah.....44

Special
- All Out Attack
- All Out Defense
- Run Away
- Look Around
- Turn Undead
- Battle Song
- Charm a Beast

Moving
- Move
- Sprint
- Jump (Run)
- Jump (Sprint)
- Stand Up
- Quick Stand

Attacking
- Aim
- Battle Cry
- Attack

Defending
- Parry
- Take Cover

Back Stabbing
- Hide
- Sneak
- Sneak Attack

Combat Jumps
- Jump (Run)
- Jump (Sprint)
- Landing Attack

Fighting Dirty
- Frighten
- Nudge
- Taunt
- Trip

Falling Down
- Fall Down
- Stand Up
- Quick Stand

Character Name

Player Name

Date Created

CB	CN	CR	IN	MG	NT	ST	WP

DV	MV	AC	JP	SZ	LK	PR	XP

Life Force	
Max HP	
Current HP	

Race

Age

Hair

Eyes

Sex

Race Abilities *(racial abilities, etc.)*

Languages:

Personality: *(description)*



Perks & Flaws *(what makes you different)*

RED Combat (CB) Dice: *(default / standard adjustments)*

(D) Defense Adjustment = *Max = +3d*

(A) Attack Adjustments = *Max = +5d (each)*

Armor & Weapons: *(sword, shield, ring, etc.)*

BLUE Defense Pool =

WHITE Attack Pool =

Primal (PR) Rating

3	
6	
9	
12	
15	
18	
21	

Items Carried: *(not armor & weapons)*

Ready Pack, ...

Spell Glyphs

Initiative = 1d + ___ p	Moves / Actions
BLUE Defense Pool	WHITE Attack Pool

Gems	Gold	Silver
Iron	Copper	Toes